GAMER GUIDES

TALES OF XILLIA™

STRATEGY GUIDE

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WALKTHROUGH

PROLOGUE - JUDE

FIRST ENCOUNTER

Fennmont

Item Checklist
Orange Gel | Apple Gel | **Class Credit Form** | 100 Gald

Sub Events Checklist
Rumors About Jude | The Cycle of Rieze Maxia | Spiritual Arte Failure

After the scene backtrack through the hallway to the lockers for an **Orange Gel** and then make your way into a lobby. While you can talk to the people in the area, you can't proceed further into the Institute without first checking with your Professor, so head outside and into the nearby building.

After a quick scene you'll get the **Class Credit Form** and be left in charge. Head into the hallway nearby and down the hall to the examination room.

Enter the opposite building to find Professor Haus and get your form signed.

After a hard days work you'll be forced to go find Professor Haus, but first make sure to re-enter the Examination Room for a **Life Bottle**. Leave the clinic and Jude will examine all his options for reaching the Research Center. While the game suggests a certain path, you can still visit Seahaven to access a save point and some conversations.

Instead of heading to toward the research center, return to the Teaching Wing, where you started your journey, and encounter a group of students talking about Jude for your first sub event **Rumors About Jude**. Now head back to the Student Services lobby and approach the man to the right of the exit outside for the sub event **The Cycle of Rieze Maxia**.

You can now leave and head for the Central Plaza, where Jude will talk about the lumen trees. To the northwest is the Inn, which has an **Apple Gel** and **100 Gald** in the dressers of both the room, and to the southwest is the shops, which you should check out.

You can also head toward Orda Palace, getting another short dialogue about the lumen petals, and when you are ready leave through the south exit toward the Laforte Research Center.

Stop and get the sub event **Spiritual Arte Failure** with the two men and then continue to the research center for a long cutscene that ends with you in the Laforte Research Center sewers.

Laforte Research Center

Item Checklist
Cape | Orange Gel x2 | Apple Gel x3 | Life Bottle | **Research Center Key** | Chamomile | 400 Gald | Orange Gel | Apple Gel x2 | 500 Gald

Skits Checklist
Still Shaking | Next Order of Business | One and the Same | Proof of Identity | Cold Comfort | Going Deeper | Sparring Time

Note: If you want the skit for using "No Gels", do not use any until after you reach Xian Du in Act 3. This includes those used in Auto-Item.

Start by taking the steps on the right and examining the shiny point on the pipe.

Note: Shining points are locations that grant random items and refresh every time you enter the maps, but do not always appear even though they have set spawns.

Get your first shining point and then get the Cape around the corner.

Continue and turn right to find a **Cape** in the treasure chest, which you should equip now, and then head to the next area and move forward a bit for a scene and your first fight. After the fight, turn around and get the treasure bag.

> **Note**: Like search points, these do not always spawn when you enter a map and give random items, but tend to be better.

Continue to the next screen and then head to the opposite side, where an enemy nearby provides another tutorial for combat, and then you can climb the ladder up to the research center.

Head straight ahead and grab the chest with **Orange Gel x2** at the end. Both doors on this floor are locked and require a key, so take either steps up to the middle and grab the chest with **Apple Gel x3**. Save before continuing up the stairs and then turn left for a **Life Bottle** before you follow the girl into the room for a scene and a fight.

Get the numerous treasures filled with healing items throughout the Research Center.

Boss: Girl in Red

Weakness: Water

You are not supposed to win this battle, so don't go all out and waste your healing items. That being said, it is possible by backing away or side-stepping when she uses Flaming Drill and getting behind her for some safe attacks. Take it slow and you will win eventually, but beware that if you do need to heal, Gels will cost you a skit and

his healing ability takes time to cast.

Once defeated, either you or the girl, Milla come in and join the party to defeat the bitch.

Agria uses many Fire attacks that you'll need to avoid if you want a chance at beating her.

With the **Research Center Key** and Milla now available, you can access Skits by hitting Select or checking the Skits menu under Library. At the moment you should have two: **Still Shaking** and **Next Order of Business**. Exit the lab for a scene about Lilium Orbs, which is Tales of Xillia's version of leveling up and is similar to the Sphere Grid in Final Fantasy X, and then watch the skits **One and the Same** and **Proof of Identity**.

With everything taken care of, enter the previously locked door nearby and grab the chest of **Chamomile** from the upstairs area. Descend back to the lowest level and take the northwest exit to a new area and watch the **Cold Comfort** and **Going Deeper** skits. Check the outside of the first floor for **400 Gald**, make sure to ignore the opposite door on first floor that will advance the story and head upstairs.

Watch out for skits that can appear as you play by checking the bottom left of the screen.

There are two chests on the landing that contain an **Orange Gel** and **Apple Gel x2** and the two rooms have a shining point, a battle, and **500 Gald**.

If you fought a decent amount of battles you will get the **Sparring Time** skit, but if not, don't worry since you can get it later. Head back downstairs and go to the only new door for a long cutscene and the opening credits.

PROLOGUE - MILLA

SECRET OF THE RESEARCH CENTER

Laforte Research Center

Item Checklist
Cape | Orange Gel x2 | Apple Gel x3 | Life Bottle | **Research Center Key** | Chamomile | 400 Gald | Orange Gel | Apple Gel x2 | 500 Gald

Skits Checklist
Still Shaking | Next Order of Business | One and the Same | Proof of Identity | Cold Comfort | Going Deeper | Sparring Time

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Note: Like search points, these do not always spawn when you enter a map and give random items, but tend to be better.

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Head straight ahead and grab the chest with **Orange Gel x2** at the end. Both doors on this floor are locked and require a key, so take either steps up to the middle and grab the chest with **Apple Gel x3**. Save before continuing up the stairs and then turn left for a **Life Bottle** before you follow the girl into the room for a scene and a fight.

Get the numerous treasures filled with healing items throughout the Research Center.

Boss: Girl in Red

Weakness: Water

Jude will not help much in this battle, as he is intended to be much weaker than both the Girl in Red and Milla, so it will be all up to you. Use your summons on her while you avoid her flame attacks and you should be fine.

Exploit the water weakness of this boss and avoid her fire attacks to finish this quickly.

With the **Research Center Key** and Milla now available, you can access Skits by hitting Select or checking the Skits menu under Library. At the moment you should have two: **Still Shaking** and **Next Order of Business**. Exit the lab for a scene about Lilium Orbs, which is Tales of Xillia's version of leveling up and is similar to the Sphere Grid in Final Fantasy X, and then watch the skits **One and the Same** and **Proof of Identity**.

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ACT 1 - SCHOLAR OF RIEZE MAXIA

LOST STRENGTH + ESCAPE FROM THE CAPITOL

Fennmont

Item Checklist
Kresnik Key

With the **Kresnik Key** in hand you can now head to the Central Plaza, where any soldiers that you can touch can be encountered for combat. Most of the areas are closed off and can't be accessed now, so head north to the School District and the right to Seahaven for a scene.

With a little help, not from Milla, you'll end up maling your way across the sea to Auj Oule.

Enjoy the cutscene as you escape Fennmont on the ship to Aladhi Sehaven.

Aladhi Seahaven

Skits Checklist
The Calamity Key | Witness for the Defense

Although you have already completed some Sub Events, if you were playing as Jude, Alvin will officially introduce you to them to make some cash while you train.

Start by listening to the skit **The Calamity Key** and then approach the girl near the pillar for your sub event and a quick scene. Another skit, **Witness for the Defense**, will pop up after a bit and then you should take a moment to check out the shops, unlock Shop Expansion, and save before you leave town to work on the event.

Learn about making money in the world and then watch the skits that follow.

Aladhi Trail

Item Checklist
Life Bottle | Apple Gel x2 | 600 Gald | Saffron | Weird Fragment x4 | Boots

Skits Checklist
There's a Town Around Here | Alvin's Arsenal

As you enter you will learn about Linking, which allows you to pull off impressive strategies to gain additional AC from combat, protect your flank from surprise attacks, and link Artes to perform devastating attacks.

Note: Linking with certain partners often will result in special skits. For example, using Milla as a partner a lot will result in a skit **Of Monster Bondage**, which jokes about her love of binding enemies.

Start by heading forward and right to get the skit **There's a Town Around Here** and then continue to a **Life Bottle** just before you reach the blocked road and then turn around and head southwest to a chest with **Apple Gel x2** by some trees. Keep going northwest, getting the **600 Gald** from a chest on the north wall, and then head for the zone in the northwest.

Get the treasures in both areas of Aladhi Trail before you return to the Seahaven.

Hug the northern wall and make your way west to a chest with **Saffron** and then head east and south to another chest with **Weird Fragment x4**. Continue south for a scene, boss fight, and a tutorial on Over Limits. After the battle, grab the chest with a pair of **Boots** inside and then make your way back to town, getting the skit **Alvin's Arsenal** on the way if you haven't already.

Aladhi Seahaven

Item Checklist
Item Sphere | 2000 Gald | Bushy Eyebrows | 1200 Gald

Skits Checklist
Intelligence Work | Creeping Suspicion

Sub Events Checklist
The Monster Lies | The Legendary Flavor | Fruit Seller

Return to the girl to turn in the sub event for the **Item Sphere** and **2000 Gald**, as well as a scene.

This unlocks the Auto-Item system that allows the AI to use your items based on certain contitions. I suggest you check the settings for this by going to the Strategy menu and hitting Start and change them to what you desire, remembering that using Gels through Auto-Item will cause you to miss a skit later.

The Item Sphere will give you access to the Auto-Item system and then watch the skits before leaving town.

Watch the skit **Intelligence Work** and then head to the Inn and talk to the man behind the counter. After a quick scene you can now access the Food Vendor next to the innkeeper.

When you're ready head toward the town exit and rejoin Alvin for a new skit, **Creeping Suspicion**. You can also get the following sub events before leaving town:

- **The Monster Lies** - Talk to the girl who gave you the previous monster event.
- **The Legendary Flavor** - Talk to the Apprentice Chef at the bottom of the main steps.
- **Fruit Seller** - Talk to the Fruit Merchant to the left of the Inn.

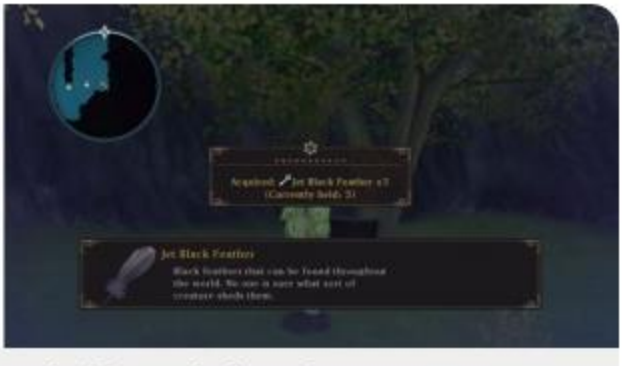
You can buy Soda Rice (Small) from the Food Vendor at the Inn and turn it in to the Apprentice Chef for the **Bushy Eyebrows** attachment and **1200 Gald**.

Aladhi Trail

Item Checklist
Sheathed Dagger | 1200 Gald | **Jet Black Feather x5** | Apple Gel x2 | Wood Chunk x10

Skits Checklist
Partners in Clime | The Four | Inside and Out

Check the area for new search points and Treasure Bags that may not have spawned last time and watch the skits **Partners in Clime**, **The Four**, and **Inside and Out**, concerning Alvin's fashion sense. To complete The Monster Lies, return to where you gained the Boots in Aladhi Trail for another fight and return to the girl for a **Sheathed Dagger** and **1200 Gald**.



Watch the skits and then make sure to grab the valuable Jet Black Feathers.

When you're ready to continue head to the northeast zone that was previously blocked to a new area. Start by hugging the right wall to a chest with **Jet Black Feather x5** and **Apple Gel x2** a little further north. Instead of continuing north cut to the left and go south along the center cliff and around the bottom before heading north up the opposite side to a chest with **Wood Chunk x10** inside.

You can continue to the zone to reach Hamil.

Hamil

Item Checklist
Mysterious Jewel | **Napple** | Wild Bird Egg x3 | 300 Gald | Life Bottle | Apple Gel

Skits Checklist
The Pefect Catalyst | Fruit of Temptation | Echo

Watch the skits **The Pefect Catalyst** and then follow the path to the left to find a young boy looking at a object in the tree. This is the first of **Aifread's Treasure** and grants a **Mysterious Jewel**. Now head back toward east and take the alley toward the Weapon Shop to get the skit **Fruit of Temptation**.

The Aifreads Treasures are important items that you should keep an eye out for. Now examine the town for skits and more items.

You should get the skit **Echo**, which shows just how kindhearted Alvin can be, while walking around and then head west into the house on the hill to find a **Napple** and **Wild Bird Egg x3**. Now head for the Mayor's House in the center of town and talk to the mayor to rest for the evening. After a scene, check the first floor of the house for **300 Gald** and the upstairs bedrooms for a **Life Bottle** and **Apple Gel**.

To proceed, leave town to the west and follow the path for a scene. To the east is a few optional conversations between the party as you check out the trees, climb the ladder to the canopy, and jump back down. Now head back to the west and exit through the

zone to enter Galia Trail.

Galia Trail

Item Checklist
900 Gald | Bandage | Life Bottle | Orange Gel x2 | Pudding Cake (Small) | 2000 Gald | Stun Bracelet | Orange Gel

Skits Checklist
A Strange Girl | Rashugal and Auj Oule

The guy at the entrance here is an all in one shop, so if you missed anything in town you can get it here. Start by heading southwest to a chest with **900 Gald** and listen to the **A Strange Girl** skit while you're at it.

Continue northwest, getting the **Rashugal and Auj Oule** skit and continue along, following the west wall into the large section that heads south and check the trees at the far south for one of **Aifread's Treasure**, a **Bandage**. Continue northwest, getting the chest with a **Life Bottle**, and then get the **Orange Gel x2** on the northern wall before zoning to the west.

There are two Aifreads Treasures in Galia Trail that you should get.

Just before the bend west there is a large rock with an **Aifread's Treasure (03/50)** containing **2000 Glad** and then head to the southeast corner at the bend for a chest with a **Stun Bracelet** inside.

Kijara Seafalls

Item Checklist
Meat Sauce Pasta (Small) | 700 Gald | Jasmine | Melange Gel | Pet Dragon | Bronze Helm | Heal Bangle | **Jet Black Feather x6** | Life Bottle | Guardian Emblem | Apple Gel x3

Skits Checklist
A Monster That Size

Head west and check along the beach for a chest with **Meat Sauce Pasta (Small)** and then head southwest to the cliffs that you can climb. Climb up the first level and run west to find a chest with **700 Gald**.

Return and climb up another cliff and then hop down a small ledge. Instead of jumping off to the south, follow the path west and around to the chest you may have spotted earlier, which contains a **Jasmine**. Now return and jump off the edge to the south and zone to the next area.

Make sure to grab the Jasmine on the cliff and in the next area get the Aifreads Treasure.

Hug the southern wall and enter a small cave, where a chest with a **Melange Gel** hides, and then return to the beach and go through the arch and turn around and look at it to find another **Aifread's Treasure**, a **Pet Dragon**. Head west along the beach and get the **Bronze Helm** before returning to the entrance and finally climbing

up the cliffs.

Head west and get the chest across the way, above the previous chest, which contains a **Heal Bangle**, and then jump off to the south and head for the beach. Check the northern wall for a small cave with **Jet Black Feather x6** inside before you save and zone to the next area.

Boss: Greater Demon

This boss battle acts as a tutorial for chaining artes via Linking. While it can be difficult on higher levels, the best strategy is to keep moving so that it's area-of-effect attacks do not catch your whole party off guard. Use the Linked Arts to do devastating damage and you should be fine.

Watch the skit **A Monster That Size** and then continue west and climb the vines to reach the next area.

Head along the beach and climb up the rocks and then jump off the south side where

a chest with a **Life Bottle** is easily visible and a less visible **Aifread's Treasure** with a **Guardian Emblem**, awaits behind you.

Right next to the Life Bottle is anotehr Aifreads Treasure with a Guardian Emblem.

Climb back up and this time jump off to the northwest for a scene. Instead of heading for the exit, follow the beach northeast to its end, where a chest with **Apple Gel x3** lies.

You can now save and exit to Nia Khera.

Nia Khera

Item Checklist
500 Gald | Apple Gel | **Temporal Fire Stone** | **Temporal Water Stone** | Drippy Nose | **Temporal Earth Stone** | Sandwich (Small) | **Mysterious Jewel** | **Temporal Wind Stone**

Skits Checklist
Milla's Hometown | The Silencing

Sub Events Checklist
Incoming Monster | Something Tasty | The Myth of Maxwell | Offerings for Milla

Start by talking to the Elder again to accept the sub event **Incoming Monster** and then enter the building nearby to find **500 Gald**. A skit **Milla's Hometown** should pop up as you explore, so watch it and then head down the hill and enter the building on the left to find an **Apple Gel**.

To the south is the Inn, which doesn't have anything special, but just north of it is the **Temporal Fire Stone** and east of it is the **Temporal Water Stone**.

Collect the Temportal Stones around Nia Khera.

Near the east exit of the village is a boy looking for a Napple, so accept and complete this sub event **Something Tasty** if you picked up the Napple in Hamil for a **Drippy Nose**. To the left of this kid is another man who will unlock the sub event **The Myth of Maxwell**.

Grab the **Temporal Earth Stone** nearby and check the nearby building for a **Sandwich (Small)**. The building north of this has a **Mysterious Jewel** that you should get and then head northwest to get the final **Temporal Wind Stone**.

Make sure to grab the Mysterious Jewel in the hut before by the Temporal Earth Stone.

Talk to the Devotee nearby who wants an Insect Husk for the sub event **Offerings for Milla**. After finding all four temporal stones you should get the skit **The Silencing** and can either advance the story, finish the sub events, or grind some levels.

To grind levels, head to the northwest exit into the Floodmeadow, which has very hard enemies that can kill you in one hit, but if you manage to win a round you can level up quickly. To advance the story and complete the sub event Incoming Monster, head to the southwest exit.

Xagut Floodmeadow

Item Checklist
Lavender | Chamomile | Saffron | Black Dog's Muzzle | **Jet Black Feather x10** | Savory | 5000 Gald | Omega Elixir | Great Tree's Fruit x2 | Jasmine | **Mysterious Jewel** | Verbena | 10000 Gald | Basil

Start by heading east to a small rock with a **Lavender** on the other side and then follow the water east to another chest with a **Chamomile** and zone north. Head north along the west side of the area and get the chest with a **Saffron**.

Note: The following is only accessible after reaching Xian Du. Refer back here when you reach that area.

From the Saffron, head east along the wall to find an **Aifread's Treasure** containing the **Black Dog's Muzzle**. To the south is a chest with **Jet Black Feather x10** that you should get, and then climb the vines to the east.

Follow the south wall east to a chest with a **Savory** and then head almost directly north to find a tunnel that leads to **5000 Gald** before you zone north.

If you zone to the southwest you will be on the upper ledge of the previous area, but the only thing here is one of the fastest Devils' Beasts. From the southeast zone, head north and climb up the small ledge and hug the east wall to an **Omega Elixir**. Now run all the way to the west side, jump down to the south and open the chest with **Great Tree's Fruit x2** near a tunnel. Follow the west wall north up two ledges and open the chest with a **Jasmine** before you zone north.

Start by following the east wall into a small tunnel south that has a **Mysterious Jewel** and then head north toward the center of the area to find a **Verbena** by a small rock. Head northeast only a few feet to a tree with an **Aifread's Treasure** containing **10000 Gald** and then backtrack west of the previous chest to find a **Basil** along the south wall.

Nia Khera Spiritway

Item Checklist
Panacea Bottle | 800 Gald | Framed Glasses | **Jet Black Feather x5** | Elf Ears | 1800 Gald | Bedhead | 1800 Gald | Yakisoba Noodles (Small) | **Mysterious Jewel** | Leather Cape | Sage

Head west along the northern wall until you reach a chest with a **Panacea Bottle** and then head southeast to a small outcropping to find **800 Gald** in a chest near the cliffside. Follow the southern wall south to a cliff that you can climb and check behind the boulder on your left for another **Aifread's Treasure**, **Framed Glasses**, and the enemies for the sub event in Nia Khera. Hope down and grab the **Jet Black Feather x5** from the chest on the west wall and head north toward the zone.

There is an Aifreads Treasure in the southwest, on a cliffside near the Jet Black Feathers.

Note: You will likely have already gotten an Insect Husk as a battle reward, so head back to the village for a quick stop and turn in both the sub events here for **Elf Ears**, **1800 Gald**, **Bedhead**, and **1800 Gald** from the two villagers.

Take the southern path up some ledges to chest with a **Yakisoba Noodles (Small)** and then follow the area to the west. North of the first offshoot, on the middle cliffside, is another **Aifread's Treasure** with a **Mysterious Jewel** and the west offshoot has a **Leather Cape** at the end.

There is a second Aifreads Treasure in the west zone to the east of a Leather Cape.

You can now check the northern section for a chest with **Sage** and search points and treasure bags before exiting to the west.

Millas Shrine

Head straight toward the shrine for a scene, with the hilarious Ivar, and then make your way back to Nia Khera.

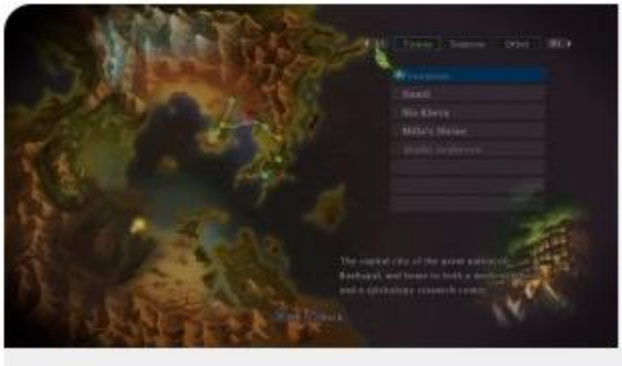
Nia Khera

Item Checklist
World Map

Skits Checklist
Storing Mana | Alvin's Secret

Sub Events Checklist
Ivar the Shaman

Afte the scene, head to the Inn and talk to the elder for a scene. When you're ready, exit through the east gate for a scene that reveals some interesting information and warrants some questions. When the scenes end you can now access the **World Map** to fast travel to locations.



After getting the World Map you should get two skits, even if you head straight to Hamil.

You should also get the skit **Storing Mana** and **Alvin's Secret**.

Additionally, if you re-enter Nia Khera and head for the northwest exit you can talk to Ivar for the sub event **Ivar the Shaman**, which proves that Alvin was lying about his intentions for returning.

Hamil

Item Checklist
Porange

Skits Checklist
Howe's Egg Principle | Ivar's Duties | An Awkard Introduction

Skits Checklist
The People of Hamil | Rappig, Rappig

Enter Hamil for a scene with the girl you may recognize from earlier and with a less then warm return.

You can talk to the villagers in town, but your goal depends on who you are currently playing as your main. If you are playing Jude, follow the girl to her house by Galia Trail and then pick up the **Porange** from the crate by Elly's bed. If you are playing Milla, enter the Mayor's house to talk to her and then head to the house by Galia Trail to get the **Porange** from the crate by Elly's bed.

After the unwelcome reception, make your way to Elize's house for a Porange.

Watch the **Howe's Egg Principle** skit for another history lesson and then head for the

eastern exit for another scene. Instead of heading for Aladhi Seahaven, watch the **Ivar's Duties**, if you haven't got it already, and **An Awkard Introduction** skit and then turn around and re-enter Hamil to view the sub event **The People of Hamil**.

Note: If you pop back to Nia Khera with Elize you can view a sub event with the twin "pigs" called **Rappig, Rappig**.

Aladhi Seahaven

Item Checklist
Shiba Dog's Muzzle | 1200 Gald

You can start by finally turning in the Porange to the Fruit Merchant by the inn to complete the sub event and gain the **Shiba Dog's Muzzle** and **1200 Gald**. Afterwards, head to the boatman for a scene and get your tickets to Sapstrath Seahaven.

Turn in the Porange and then head to the ticketmaster for a scene.

Even more shifty business with Alvin starts to raise questions about his loyalty, but maybe he really just gets his mail by carrier pigeon.

Sapstrath Seahaven

Item Checklist
Package Addressed to Inn

Skits Checklist
(The Softest Beds in Town) | (The Suspicious Sailor)

Sub Events Checklist
Anticipated Reunion | The Femme Fatale | Those Who Act in Shadow | The Amazing Bounty Hunter | Special Delivery to the Inn | The Message | The Devil's Beast

After the scene, watch the skits **(The Softest Beds in Town)** and **(The Suspicious Sailor)** before you head east for the **Anticipated Reunion** sub event with the sailor in question. Head up the steps and talk to the Shady Woman by the boxes who wants a Poison Stinger to start the event **The Femme Fatale** and then enter the Inn and take a nap for a mysterious event with Alvin and a young woman.

Alvin hints that you should spend the night at the Inn to begin a sub event.

This event, **Those Who Act in Shadow**, tells you more about the war between Auj Oule and Rashugal and the people caught between.

The Bounty Hunter at the top of the main stairs offers the sub event **The Amazing Bounty Hunter** and the Sailor on the west side of town, down the steps by the ships, will ask you deliver a package as part of the **Special Delivery to the Inn**, giving you the **Package Addressed to Inn**.

If you approach the bulletin board in the center of town you can also start the sub event **The Message** before leave through the only exit for a scene about **The Devil's Beasts**.

Sapstrath Highroad

Item Checklist
Soda Rice (Small)

Skits Checklist
They Could Make Another

As you enter you will get a skit, **They Could Make Another** and then head southwest for a scene and then climb the vines to a chest with **Soda Rice (Small)** and zone into the Deepwood.

The checkpoint blocks your path, so head toward the Deepwood for a treasure.

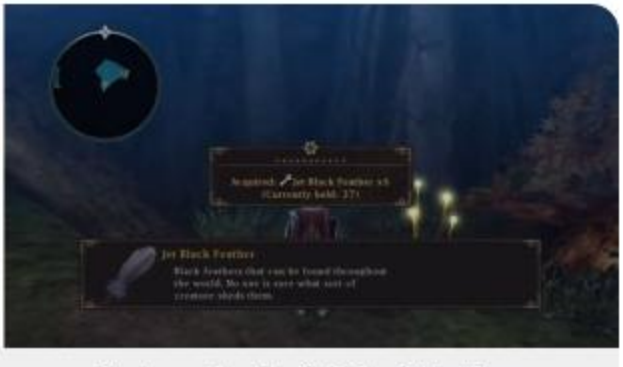
Sapstrath Deepwood

Item Checklist
1500 Gald | **Jet Black Feather x6** | Aviators | 2600 Gald | Hairpin | 2600 Gald | Orange Gel x2 | Poison Ward | Mabo Curry (Small) | Black Bunny Ears | Verbena | Hard Coat | Apple Gel x2 | Orange Gel x2 | Mysterious Liquid x6 | Supple Ivy x9 | Holy Bottle | Life Bottle

Skits Checklist
Crowning Glory | Lilium in Bloom | Elize's Spiritology

After the scene, head west and crawl through the small passage and continue for a scene. Elize is a strong artes user and is great support, but first you need to fill in her Lilium Orb and set up her skills. Note that with Elize in the party, you will likely not need healing through Auto-Items. If you have been using gels, I suggest you turn them off.

After you are done setting her up, climb the vines and crawl through the opening to the south to reach **1500 Gald** and a side area with the sub event enemies and **Jet Black Feather x6**.



Take the optional path south for two treasures, one with the valuable Jet Black Feathers.

Note: If you want, you can return to Sapstrath to turn in the sub event for the monsters for **Aviators** and **2600 Gald**. Additionally, if you got a Poison Stinger you can turn it in to the girl by the boxes for a **Hairpin** and **2600 Gald** as well.

Return to the split on the first zone of the Deepwood and turn right to head west and jump down to a chest with **Orange Gel x2**. You may get the skits **Crowning Glory** and **Lilium in Bloom** on the way, which are rather funny, and then you can crawl through to the west and get the **Poison Ward** accessory.

As you enter the next area and jump down you will hit a smoke trap, which you should be careful of in the future. Take the northern route through the branches, while avoiding the shroom traps, and climb up to a chest with **Mabo Curry (Small)** inside. The vines to the west lead to an **Aifread's Treasure** with **Black Bunny Ears** inside, while the south route leads to a one way jump down. Continue south through a tunnel and zone to the next area.

There is a chest with Mabo Curry near a cliff with another Aifreads Treasure.

Start by heading south and then east at the split through a crawl space to reach a chest with **Verbena**, with two more chests to the south via the vines that contain a **Hard Coat** and **Apple Gel x2**.

Around this time you should get the skit **Elize's Spiritology**, but its no biggy if you don't yet. Return to the split and climb up to the south now, getting the **Orange Gel x2**, and then return to the previous zone to the north.

Head straight north and climb the vines to reach a chest with **Mysterious Liquid x6** and follow this to the next zone. Grab the chest with **Supple Ivy x9** and then follow

the northern wall to a chest with a **Holy Bottle** before you exit to the south.

This will lead to the upper level of the previous area you visited and with no need to jump down, follow the path west and grab the **Life Bottle** before you save and zone for a scene.

Boss: Jiao

This guy starts out with some pets that can be taken care of first, although he can whistle to recall them to the fight.

The major thing to watch for is an exclamation point over his head that signals his hammer area-of-effect attack that can pack a good punch and knock the party over. Be ready to back away from this to conserve your life and go all out with Linked Combos when you can.

Sapstrath Highroad

Item Checklist
Panacea Bottle x2 | Holy Bottle | Melange Gel | **Jet Black Feather x5** | Warrior Emblem | **Mysterious Jewel** | Basil | Orange Gel | Elixir | 1500 Gald | 2000 Gald

Skits Checklist
Smokeshrooms | The Secret Arte of Monster Control | A Treasure Like Elize | A Nice Juicy Mana Lobe | The Joy of Smokeshrooms

Watch the skits **Smokeshrooms** and **The Secret Arte of Monster Control** before you jump down and get the **Panacea Bottle x2** from the chest by the rock. Drop off to the west and follow the wall to find a **Holy Bottle** near the zone, but do not zone.

Instead head back east and climb the vines, possibly getting the skits **A Treasure Like Elize**, **A Nice Juicy Mana Lobe** and **The Joy of Smokeshrooms**, and grab the **Melange Gel** treasure chest before you exit north.

Hug the west wall and jump off and follow it to a chest with **Jet Black Feather x5** and then climb the vines nearby. On the left is a small tunnel you can crawl through to reach the **Warrior Emblem** and an **Aifread's Treasure** with a **Mysterious Jewel** is in the trees.

Check the north branch for the valuable Jet Black Feathers and Aifreads Treasure.

Jump off and follow the northern wall to a tunnel that hides a **Basil** and then take either set of vines to reach the eastern upper level. The northeast corner of this upper level has a tunnel to an **Orange Gel**, while the southern tip has a tunnel with an **Elixir** on the other side. Jump off the upper level and grab the **1500 Gald** by the trees in the south and then leave the zone the same way you came in.

If you zone to the northeast you can access a tunnel with **2000 Gald**, but the caravan still blocks they path and you won't be able to go much further. Instead, head to the west zoneline to leave the Highroad.

Sharilton

Item Checklist
Echore | Sunglasses | 2600 Gald | Elixir x2 | Emo Glasses | 3000 Gald | **Mysterious Jewel** | **Lucky Charm** | **Item Sphere Plus**

Skits Checklist
(Traces of the Toy Peddler) | (The Peddler's Destination) | Milla's Friends | (Making Friends) | The Loyal Butler | Eye of the Beholder

Sub Events Checklist
The Sad Salesman | The Runaways | The Clouds of Battle Begin to Stir | A Life in Shackles | Travel Protection | Pretty in Pink

After the scene, watch the skit (**Traces of the Toy Peddler**) and then talk to the girl by the Item Shop to updated the Teppo's sub event.

The vendor on the opposite side of the street from the Item Shop is the Ice Pop vendor, where you can buy Ice Pops to try and get Win Sticks or Lose Sticks. The man on the west side of the street is the Jet Black Feather Trader, where you can trade in your feathers for unique items.

Talk to the girl to learn about some dolls similar to Teppo and then talk to the Jet Black Feather merchant.

Reward	Cost	Reward	Cost	Reward	Cost
Blue Sage	25	Blue Basil	15	Unicorn Horn	20
Blue Savory	25	Blue Saffron	15	Pheasant Tail	20
Blue Rosemary	25	Blue Jasmine	15	Aquatic Jelly	20
Blue Lavender	15	Omega Elixir	25	Fragrant Silver Scales	20
Blue Verbena	15	Libavius Ore	20	Stronge Core	50
Blue Chamomile	15	Great Tree's Fruit	20	Iolite Ore	50

Note that while the basic rewards might not sound great, he gives additional rewards for the cumulative amount you hand over.

Spent	Reward
100	Artes Sphere & 10000 Gald
200	Hat & 20000 Gald (you can also get the Hat Style items)
300	Blue Saphira & 30000 Gald
400	Classy Lady Garb (Milla), Casual Outfit (Alvin) & 40000 Gald
459	Accel & 50000 Gald
1000	300 Grade Points

Note: If you warp over to Aladhi Seahaven you will get the skit (**The Peddler's Destination**) and then head toward the merchants to find the peddler, finish the sub event, and gain an **Echore** material.

Back in Sharilton, head to the next area and turn right to accept the sub event **The Sad Salesman** and then talk to the Boy nearby for the start of the sub event **The Runaways**. Return after running away and follow the street west for a sub event, **The Clouds of Battle Begin to Stir**, and then head into the inn and had over the "delivery" to the Innkeeper by the fire for **Sunglasses** and **2600 Gald**.

Note: If you pop back to Elize's house in Hamil, you can get a sub event with her in the basement called **A Life in Shackles**.

Additionally, you should take a second to head back to Sapstrath Highroad for the skit **Milla's Friends** and then head for the Sapstrath Deepwood, to the area we were forced through and couldn't access, can be investigated for the **Aifread's Treasure** with a **Elixir x2** inside.

Note: To complete the monster hunt sub event, head to the North zone in Sapstrath Highroad and climb the vines in the northwest corner, where the Aifread's Treasure was. Finishing this and turning it in to the sad Merchant will get you the **Emo Glasses** and **3000 Gald**.

When you are done with everything else, head to the south exit to the Lord's Manor for a scene. When you have control again check the dresser to the right of the girls location for a **Mysterious Jewel** and talk to everyone and then leave to proceed with the story.

Grab the Mysterious Jewel in the Sharil house and then head outside and make sure to talk to the Pro-Pinkists.

After the scene, exit the mansion and watch the **(Making Friends)** skit and then head to the plaza just outside of the manor and talk to the twins who want a Peachberry Blossom as part of the **Pretty in Pink** event line. Also, the nearby young girl asks you to deliver and item to her father as part of the sub event **Travel Protection**, which will get you the **Lucky Charm**.

Head back to the shopping area, by exiting north, for a scene.

Note: You can warp to Aladhi Seahaven and talk to the Father at the docks to turn in the good luck charm for the **Item Sphere Plus**.

After the events, Rowen will join the party and you can watch the skits **The Loyal Butler** and **Eye of the Beholder**.

Culmar Trail

Item Checklist
Black Dog's Tail | **Mysterious Jewel** | Orange Soup (Small) | 4000 Gald | Syrup Bottle x3

Skits Checklist
When Elize Grows Up

Although you can switch out party members to suit your battle style, I suggest you keep Elize in the party for healing and status ailments.

While traveling you will likely get the skit **When Elize Grows Up**, so begin by following the path west and at the first split that does not return to the main road head west to a dead end with a circle that has an **Aifread's Treasure** with a **Black Dog's Tail**. Head back east, hugging the wall, and take the small tunnel on the south side to a **Mysterious Jewel** and then return to the road.

The Black Dog's Tail is in an Aifreads Treasure near a tunnel with another Mysterious Jewel.

Return east and head south, turning right before the dead end. Take the west path at the loop to a tunnel, which leads to **Orange Soup (Small)**, and then return and head southeast to a dead end with another **Aifread's Treasure** containing **4000 Gald**.

Grab the Orange Soup (Small) and make sure to get the Aifreads Treasure before leaving.

Now head through the tunnel nearby to reach the **Syrup Bottle x3** and then zone to the next area.

Bermia Gorge

Item Checklist
Seal Ward | **Jet Black Feather x7** | Panacea Bottle x2 | Potato Salad (Small) | Wind Cape | Orange Gel x2 | Headband | Silver Hat | Lavender | Pure White Puffball x5 | Elixir x2 | Fancy Ribbon | 3000 Gald | Life Bottle | Melange Gel x3 | 5000 Gald

Skits Checklist
Nachigal's Consolidation of Power | A Show of Spirit | A Home for Elize

After the scene exit the cavern and watch the skit **Nachigal's Consolidation of Power** before heading south for some random loot and then climbing up to the **Seal Ward** you passed under on a short ledge.

Head north now and climb the gorge walls to a level with a set of vines, but ignore them and head south to jump down to a small ledge with **Jet Black Feather x7**. Climb back up and take the vines to a bend north with a **Panacea Bottle x2** before you zone.

Jump off the ledge for the valuable Jet Black Feathers and then continue for more treasure.

Follow the path, taking the west path to a **Potato Salad (Small)**, and then return and follow the path up. When you reach the vines to climb up check the ledge to the right to jump down and get a **Wind Cape** on a ledge below.

You must now drop down to the lowest level, getting the **Orange Gel x2**, and then climb back up to the vines at the top. This time, jump off on the left side to find an **Aifread's Treasure** with a **Headband** and then climb up the vines to get the **Silver Hat** before you jump off to the north and zone.

Get the Aifreads Treasure on a small ledge before climbing up to a chest.

Start by heading northeast and jumping down to a small ledge that may have a treasure bag and then jump down to the lowest level and take the only set of vines up to a chest with **Lavender**.

Return to the level you entered on and this time go west until you get the chest with **Pure White Puffball x5** and then head north up the vines and immediately look right for an **Aifread's Treasure** with an **Elixir x2**. Continue to a chest with a **Fancy**

Ribbon and instead of zoning to the east head south to a set of vines that lead up to **3000 Gald**. You can now drop down and zone.

Some Elixirs lie in the next Aifreads Treasure and a Fancy Ribbon is also nearby.

Save your game, but don't head up the vines. Push the nearby boulder that blocks the vines that we passed before, but couldn't climb, to clear the obstruction and then follow the path around the back of the area to get a **Life Bottle**. You can now return to the vines and climb up for a scene.

Boss: Nameless Anomaly

Weakness: Earth

Keep him busy to prevent him from casting any spells, but stay away when he flies high to cast the AOE's. Overall the fight is not difficult if you avoid the major AOE attacks, but keep Elize in the party for heals and ailment recovery to be safe.

Attacks:

- When the Anomaly backs up to cast an arte it will likely be Shimmering Toll, which can cause confusion and easily lead to your characters wiping each other out.
- Angel Light is a close range AOE that creates a horizontal beam of light that damages the characters directly in front of the Anomaly
- Sometimes when you are close, the Anomaly will latch on to a character using Panic Veil, which isn't strong but can cause SkillSeal

Drops: **Winged Boots** & **Earth Cape**

After the event watch the skits **A Show of Spirit** and **A Home for Elize** and then check the surrounding area for a **Melange Gel x3** and **5000 Gald**. You can now either head back to Sharilton or take on the first of the Devil's Beasts.

Warning: If you want to try the first of the Devil's Beasts, head back to the top of Bermia Gorge via the vines you broke free and zone to the west. You should see it on the ledge nearby that you can climb up to. Be warned that Devil Beast enemies are genuinely hard, so they're usually best left until much later in the game.

Devil Beast Boss: Folzam

Weakness: Earth

Without leveling up a bunch this guy will one shot you, so don't get pissed if you die.

Folzam can teleport from one location to another, attacking your healerunexpectedly, so keep moving to avoid its attacks and keep everyone at full

health to ensure your survival. When Folzam reaches low health he will start to summon allies and his attacks become even more deadly.

Drop: **Folzex, the Grudge-Bearer**

Sharilton

Item Checklist
Spirit Clime Examination Arte | Moonstone

Skits Checklist
(The Pride of Sharilton) | (Reporting Our Findings) | Milla's Champions [Jude]

Sub Events Checklist
The Shape of Our World | Mystery of the Gorge | Military Secrets [Jude]

After the events, head to the twins by the manor and turn in a Peachberry Blossom if you got one from Bermia Gorge. This will unlock the next step in the event line, which is to get a Peach Elephant Tusk.

Head to the Central Plaza area and make sure to get the skit (**The Pride of Sharilton**) before you talk to the Naturalist checking out the windmills to start another sub event **The Shape of Our World**, getting you the **Spirit Clime Examination Arte**.

Make sure to get the missible sub event by talking to the Naturalist in Sharilton.

This sub event can be completed quickly by warping to Bermia Gorge and going to where you jumped into the cavern below, which should be easy to get to now that you

moved that boulder.

Once you see the scene watch the skit (**Reporting Our Findings**) and then hop down into the cavern to get the sub event **Mystery of the Gorge**. You can now head back to Sharilton to get a **Moonstone**.

When you're ready to proceed, head to Cline and rest for a scene. In the morning, talk to Cline again for another scene and then head for the plaza.

You will either end up heading with Driselle to go shopping or staying behind with Cline.

Judes Path

After another short scene, head back to the manor to decide your next step.

After the scenes watch the **Milla's Champions** skit and then head back to the plaza and talk to the two people west of the shops for the sub event **Military Secrets**. Now head to Talys Highroad through the northwest gate to continue with the plot.

Millas Path

After another short scene you will have a fight with just Milla and Elize.

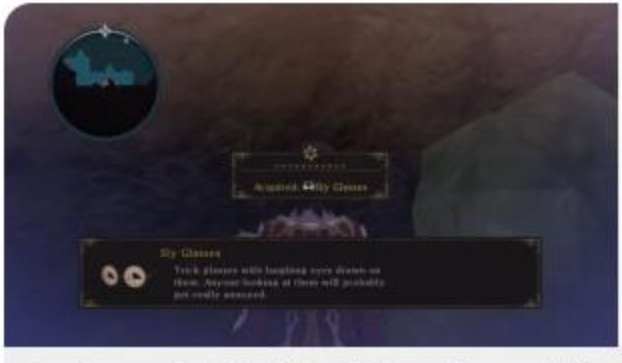
ACT 1 - JUDE'S PATH

INFILITRATE THE FORTRESS

Talys Highroad

Item Checklist
Life Bottle | Hourglass | Sly Glasses | 3000 Gald | Tofu Cracker (Small) | Fine Down x8 | All-Divide | Pure White Puffball x5 | Rosemary | **Mysterious Jewel** | **Jet Black Feather x7** | Broken Fang x10

Start by entering and heading north to grab the chest with a **Life Bottle** and then follow the north wall to a small tunnel that hides a **Hourglass**. On the south side of the map, climb the vines and check the south wall by a boulder to find the **Aifread's Treasure** with **Sly Glasses** and enter a tunnel on the west side that leads to **3000 Gald**. Now jump down and zone to the west.



On the south side of the highroad is an Aifreads Treasure and some gald.

Follow the north wall, ignoring the vines, until you get the chest with **Tofu Cracker (Small)** inside and then head south and climb up to the middle plateau to find **Fine Down x8** on top. Return north and take the western most vines leading directly to a tunnel with an **All-Divide** inside and then jump back down and head all the way to the south side to the plateau wall and find a tunnel in the middle that leads to **Pure White Puffball x5**. Now climb up and zone to the southwest.

There is a chest with **Rosemary** on the east side of the pillar near the entrance and if you follow the east wall all the way southeast you will eventually see the **Aifread's Treasure** with a **Mysterious Jewel** on the wall. Continue south to a tunnel, which leads to **Jet Black Feather x7**, and then return and head back up along the west side of the lake, grabbing a chest with **Broken Fang x10** inside.

Make sure to take the exit to the southwest area for a Mysterious Jewel and some valuable Jet Black Feathers.

You can now head back north and then west to Fort Gandala.

Fort Gandala

Item Checklist
Elevator Key | Melange Gel x2 | 4000 Gald | French Toast (Small) | **Jet Black Feather x5** | All-Divide | 2500 Gald | Blue Chamomile | Silver Helm | Life Bottle x2 | 1500 Gald | Pure White Puffball x5 | Fine Boots | Splint Mail | 5000 Gald | **Control Room Key**

After the scene you will obtain the **Elevator Key** and be left at the eastern gate. Turn north and open the chest with **Melange Gel x2** and then head toward the west gate. When you reach the arch to the western gate you'll notice there are two golem statues, one on each side. Stop by the left golem and look up in the corner to spot an **Aifread's Treasure** with **4000 Gald** and then check by the carriages for a chest with **Holy Bottle x2**.

On the main floor make sure to get the Aifreads Treasure and Holy Bottles.

Take the north elevator up and then head to the center elevator and activate it, but make sure to cross to the outer walkway and head left to reach a chest with **French Toast (Small)** inside before you you ride down to B1. To the east is a chest with **Jet Black Feather x5**, while to the west is a warehouse room with an **All-Divide** and **2500 Gald** in a chest above that you can access via the elevator in this room.

The 2F doesn't have much at the moment, only a **Blue Chamomile**, so head to the 3F.

Head left and cross to the outer walkway to open the chest with a **Silver Helm** and then head to the east side of the inner platform to get the **Life Bottle x2**. Head to the west side and use the blue door, where you can push a box to climb the crates and drop into the room below. Unlock the door by going through it and then use the elevator in this room to get a movable box that you can use to get the two chests in the room below, which contain **1500 Gald** and **Pure White Puffball x5**.

Use the movable boxes to get the treasures and access the vents.

The vent here leads to a new area with a lot of boxes and an elevator, which you

should take now. Get the movable box here and take it downstairs and use it to push the other movable box off the ledge and then use that box to reach the chest with the **Fine Boots**. Use the same box now to reach the north corner of the room, where another vent will take you to another room with movable boxes and a door.

Head to the box nearest the door and push it off the ledge, using it to then push the other box down, which will allow you to reach the **Splint Mail** in the chest above. Use the outer box now to jump over the crates in the southeast corner and then move the box here to reach **5000 Gald**. The door here leads to the 2F, which you can ignore.

Push off the one crate to allow you to move the other and reach the Splint Mail.

Head back through the vent, use the elevator, and then use a new vent in this room to reach a fight, which will get you the **Control Room Key**. Now head through the door, return to the 1F and use the far west door to return to the beginning area.

Take the south door to reach a save and then head through the door for a scene and a simple fight. After another scene, head through the door and continue for a final scene.

Sharilton

Sub Events Checklist
Teepo: Back in Action | Cline and Driselle

After the scenes head to the Inn to catch Alvin doing more shady business and then return to the mansion for another scene.

While you wait for Milla to recover go find Alvin and then return to the manor.

After the events you will be in Sapstrath Highroad, but if you re-enter Sharilton and head to the manor you can talk to Elize for the sub event **Teepo: Back in Action** and Driselle for the sub event **Cline and Driselle**.

ACT 1 - MILLA'S PATH

ESCAPE THE FORTRESS

Fort Gandala

Obtainable
Orange Gel x2, Melange Gel x2, Holy Bottle x2, Lemon Gel x2, 2500 Gald, 5000 Gald, Sandwich (Medium), Cat Hairband, Long Coat, Fine Boots, Gold Dust x10, Gold Dust x10, Pure White Puffball x5, **Control Room Key**, **Elevator Key**, **Jet Black Feather x5**

Skits
Hexed, Higher Duties, Without Teepo

Watch the skit **Hexed** and then check the toilet in the cell with the shop NPC for **Orange Gel x2.** The hex field will prevent you from going west, so head east and open the chest to the south for a **Sandwich (Medium)**.

Enter the far east door for a fight to gain the **Control Room Key** and then watch the skit **Higher Duties** and **Without Teepo**.

Use the lift to get the movable box and then return to the **2F** to reach the **Gold Dust x10**. Crawl through the vent and then take the lift up and hop over the boxes to find a crawl space that leads to **2500 Gald** and a **Cat Hairband**.

Now grab the movable box and return down the lift and use the box to reach the **Melange Gel x2**. Return through the vent and up the lift and exit to the **3F.**

Cross the catwalk bridge to the opposite side and open the chest with **Holy Bottle x2** and then enter the west door for a fight to gain the **Elevator Key**. Move the movable box in this room and crawl through the whole to get the **Gold Dust x10** and then exit and head for the green elevator and select **B1**.

Open the chest to the south for **Jet Black Feather x5** and enter the eastern door. Hop up and push the movable box southwest to drop it to the floor and then push it to the lift and head up.

Use the current block to reach the other movable box and **Pure White Puffball x5** and then use either to reach the boxes on the other side with a pair of **Fine Boots**.

You now want to one by one push each box up against the end of the stacked boxes so that they sit against the hole in the floor and then push them into the hole.

This should cause them to stack below. Now jump down and move the top movable box toward the chests and climb up to get **5000 Gald** and a **Long Coat.** Return to the elevator now and head to **1F**.

Grab the chest to the east for **Lemon Gel x2** and then save and enter the west door for a scene. When you have control again, **follow Nachtigal** for another scene.

Sharilton

Sub-Events
Teepo: Back in Action, Cline and Driselle

Milla spends most of her time in bed during this period, so enjoy the scenes. Once you have control you will be in Sapstrath Highroad, but if you re-enter Sharilton and head to the manor you can talk to Elize for the sub event **Teepo: Back in Action** and Driselle for the sub event **Cline and Driselle**.

ACT 1 - CONTINUED

A PATH FOR JUST THE TWO OF US

Sapstrath Highroad

Obtainable
Life Bottle, Black Dog Ears, Hard Scale x7, **Milla's Pendant**

Skits
Jude's Hometown, Different Paths, Ilbert the Conductor

Head northeast - possibly getting the skits **Jude's Hometown** and **Different Paths** on the way - for a scene. After the scene; you will acquire **Milla's Pendant** and can continue north for another scene and a fight (after the fight, head into the tunnel to your left for **2000 Gald**).

As you head forward, fighting alone, you should get the skit **Ilbert the Conductor** and find a chest with a **Life Bottle** on the northern wall.

With the checkpoint gone we can now climb the vines nearby to reach the northern cliffs, which has an **Aifread's Treasure with the Black Dog Ears** on a boulder by an possibly empty tunnel and **Hard Scale x7** in the open.

Now save and head to **Sapstrath Seahaven**.

Sapstrath Seahaven

The annoying man is back and he isn't very happy with Jude, oh jeez!

Boss: Ivar

The trick to this is to use Jude's **back-step ability** to stay out of danger from his attacks, as well as causing him to face plant into the ground, and get in the critical damage from a **back attack**.

Watch out for getting hit by one of his combos and being stunned by it, as this can easily lead to your death. Stay away and don't be afraid to run away and heal when needed with an item or the Arte (if you feel you have time).

Drop: *Lavender*

After the fight, and a scene, head to the boatman and proceed.

Leronde

Obtainable
Holy Bottle, Life Bottle, **Mysterious Jewel**, **Aspyrixis**, **Miner's Kit**

Skits
City Life

Sub-Events
Heavy Metal Collector

After the amazing entrance, and convenient transportation, check out the **Seahaven** and then head to the main street. The west side of the street has the **Inn**, which has some rooms with: a **Holy Bottle**, a man who wants a **Block of Quartz** for the sub-event **Heavy Metal Collector**, a **Life Bottle**, and a **Mysterious Jewel**.

On the east side of the street is the clinic; where you'll get a scene. Afterwards; check the shelves in the 3rd room, gaining the **Aspyrixis** and then head to the 2nd room for another scene. Leave the clinic and head north to meet up with **Leia** to get the **Miner's Kit** and the **City Life** skit before you leave town.

Voltea Woods

Obtainable
Blue Saffron, Lemon Gel, Chocolate Parfait (Small), Quarterstaff, Silver Circlet, Iron Guard, Thief's Cape, Half-frame Glasses, Herb x10, **Mysterious Jewel**, **Jet Black Feather x5**

Skits
Impulse Control, Leronde's Famous Landmark

First thing you should do is check **Leia's Lilium Orb** and set up her skills and strategy. Leia makes a good **Linking partner** if you want to steal items for farming, get more gald, and other stuff.

Head east and after a few fights you should get the skit **Impulse Control** and **Leronde's Famous Landmark**. Near the east zone is a chest with a **Chocolate Parfait (Small)** and zone to the northeast.

Head east along the north wall to find a chest with **Herb x10** and an **Aifread's Treasure with a Mysterious Jewel** in the tree nearby.

The southeast corner, before the bend north, has a tunnel that leads to a **random treasure**. Head north into the clearing and on the east side get the **Blue Saffron** before you jump down. By the lake is a chest with **Jet Black Feather x5** that you should get before you head back to the previous zone.

North of the **Leronde** exit should be a chest with a **Lemon Gel,** while the west ledge has a tunnel that leads to the **Thief's Cape.** The trees to the north of the western ledge have a **Aifread's Treasure with the Half-frame Glasses inside,** but other than that you should just head for the northwest exit.

Felgana Mine

Obtainable
Lemon Gel, Orange Gel, Melange Gel x3, Life Bottle, Blue Jasmine, Savory, Sage, Apple Gel x3, Lemon Gel x2, 5000 Gald, 2500 Gald, 4000 Gald, Soba Omeletee (Small), Hard Hat, Earth Cape, Backpack, Gold Dust x7, Fossilized Shell x10, Insect Wings x6, **Jet Black Feather x4**

Skits
Do-Gooder Jude

Head down the northeast offshoot to get a chest with a **Lemon Gel** and then head west for a scene and tutorial. Check the area and then head to the south wall and notice a dark patch of rock that you can break through. After the scene, head into the passage.

To the west is a set of rocks with multicolored gems that you can break for items or to reveal paths, but at the end is a dead end with an **Orange Gel**. Head back east to the entrance and go south this time to a rock that reveals a path to **Jet Black Feather x4** and you will likely get the skit **Do-Gooder Jude**.

Now, continue south to a chest with a **Soba Omeletee (Small)** and then west to a breakable rock, which may lead to a **random treasure**. Head west, and then south, to another split that has a north and south exit.

The north exit leads to a few rocks that can be broken, one of which reveals a tunnel to **Gold Dust x7**, and the south tunnel also has a few rocks, one of which reveals a tunnel to **Melange Gel x3**.

Instead of heading through the west zone, head north to find a tunnel with an **Earth Cape** and an **Aifread's Treasure with a Backpack**. Now head back and zone to the west for a scene.

While the fossil may look close, the journey to it is not as easy as walking across the

room. Break the only wall nearby to proceed and head northeast when you have the opportunity. Follow this to a track and go south to get a **Life Bottle** and then break open the rock nearby to reach a **Blue Jasmine**.

Return and head north all the way to a dead end and grab the **Fossilized Shell x10** and **Aifread's Treasure with 5000 Gald**.

Head west and take a detour south, heading back toward the entrance, and grab the **Insect Wings x6** from the chest and a **Savory** from one of the two hidden tunnels.

Return north and go west now to a chest with a **Hard Hat**, how fitting, and then go south to a room with a **bunch of breakable rocks**, one of which leads to a **Sage**, and a chest with **Apple Gel x3**.

The two eastern passages from this shaft lead to the **fossil**, but if you take the northern one you will pass a **breakable rock** that leads to **2500 Gald**. When you are ready, approach the location of the fossil for a scene, save, and then head into the tunnel.

Boss: Hammerzamm

This guy is annoying due to the fact that he uses the ability the smaller versions do where he goes underground and pop out under you. This attack happens multiple times in a row and can eat through your health quickly.

Watch out for getting into a long combo and having this guy take you by surprise and make sure to be ready to free run away as he tunnels up from below you. His other big attack is one where he spins through the air at you. If you can manage to knock this guy down with **Aqua Sweep**, Leia can steal a **Seal Ward** from him.

Drops: *Heavy Treat & Specific Plus*

Just when you think it is over you will have to fight him again, luckily you have a little help this time.

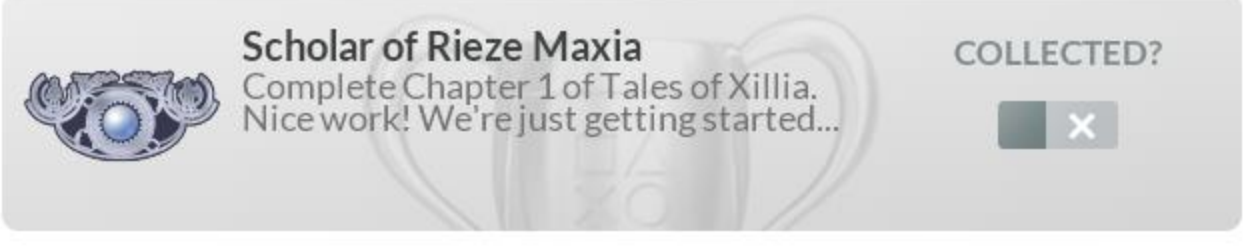
Boss: Hammerzamm Part 2

This fight is similar to before, only he will do his abilities a lot more often, especially when he is low health. This can be annoying, since you may only get in one hit before he starts jumping around the room again, but just be patient and keep moving.

I suggest you get the **Item Steal** with Leia and then **switch to Milla** so you can use you abilities with linking better, since **Leia only links healing abilities to Jude**.

Drop: *Quick Ring*

Before you leave, open the chest in the worm's room for **4000 Gald** and **Lemon Gel x2**. You can now warp back to Leronde.



Leronde

Other
4200 Gald, Fruit Yakisoba (Large), Spaz Glasses

Sub-Events
Milla and Books, Leia's Disappearance

If you got a **Block of Quartz** from the mine you can turn this into the guy at the Inn to obtain **Spaz Glasses** and **4200 Gald**, but our objective is to **talk to Jude's mom** at the clinic and rest for a scene. In the morning, head for the sea-haven for another scene and then return to the clinic.

Rest again at the clinic and then head for the archives room at the clinic for the sub-event **Milla and Books**. Head to the Inn for another scene with your companions and then talk to the Innkeeper for the event **Leia's Disappearance**, you will also get a **Fruit Yakisoba (Large)**.

Now head to the sea-haven and approach the boatman for a scene.

WHATS INSIDE THE BARREL

The journey to to Lakutam Seahaven has a surprise in store for our company when a special stowaway appears in a barrel for laughs.

Lakutam Seahaven

Obtainable
5000 Gald, Air Rod, Tourbillon, Stormbringer, Striped Ribbon, Hunting Beret, Hard Hat, Silver Cloak, Silver Coat, Battle Suit, Monkey King's Headband, **Leia's Notes**, **Rare Vase**

Skits
Leia the Stowaway, (Getting it Over With), In Good Hands, Leia's Notes, (Childhood Memories), (The Sea at Sunset)

Sub-Events
Milla's Pendant, Sisterhood, The Edge of the World, The Topknot Master, Buried Treasure, Rowen's Honor, Alvin and Derrick

You will automatically get **Leia's Notes** and should get the skits **Leia the Stowaway, (Getting it Over With), In Good Hands,** and **Leia's Notes** if you just sit still and don't move.

Instead of heading anywhere to the right or left, head directly to the exit for a scene and exit to **Lakutam Highroad** to get the skits **(Childhood Memories)** and the **(The Sea at Sunset)**.

There are two other sub event with a limited window:

- **Rowen's Honor**; which can be obtained by warping to Sharilton and in the manor area you can head toward the gate of the mansion on the east side of the circle.
- **Alvin and Derrick;** which can be obtained by heading to the clinic in Leronde.

Note: If you trigger the sub-event **Alvin and Derrick**, you won't get a skit later called **(A Family Affair)**. So if you are trying to get all sub events, get this now and either buy the skit Grade Shop to see that skit *or do not activate Alvin and Derrick in NG+*.

Now you can re-enter **Lakutam Seahaven** and head west of the seahaven for an event involving **Milla's Pendant** and then head west a bit more to start the event line, **The Edge of the World**.

The Topknot Master here can be talked to to that the sub-event **The Topknot Master**, which requires bringing him a Topknot, and the girls on the opposite side of the docks, in the same outfit, will start the sub-event **Sisterhood**.

There is also a sub-event that you can accept near the shops called **Buried Treasure**, which will give you a **Rare Vase** that you can drop off to the Curio Shop in **Sharilton** for a **Monkey King's Headband** and **5000 Gald**.

Make sure to check the bulletin board to complete the sub-event **The Message** and then leave Lakutam for the **Highroad.**

Lakutam Highroad

Obtainable
Blue Sage, Syrup Bottle x2, Life Bottle, Rosemary, Treat, Panacea Bottle x3, 3000 Gald, Veggie Sticks (Small), Link Ward, Colored Sunglasses, Mysterious Liquid x9, Mysterious Bead x6, **Mysterious Jewel**, **Skill Tome: "Soul Dividend"**, **Jet Black Feather x5**

Skits
The Aspyrixis, Elize's Strength, Unfamiliar Ground, Golemology 101, An Irksome Vessel, Unusual Taste in Friends, The Problem with Wyverns, The Gel Abstainers, Pen Pals

As you wander you will get the skits **The Aspyrixis**, and **The Gentleman Mercenary**. Head east along the highroad to a chest with a **Link Ward** and then continue along the east wall for a tunnel that leads to a **Blue Sage**.

Cut across to the northwest corner for a tunnel that hides **3000 Gald** and then head east to a stone pillar, which has an **Aifread's Treasure with Colored Sunglasses**, and a chest east of that, by the cliff-side to an upper level, with **Syrup Bottle x2**. Now zone to the northwest.

As you proceed into the open you will get a scene and the following skits: **Unfamiliar Ground, Golemology 101, An Irksome Vessel,** and **Pen Pals**.

Afterwards, head west until you come across a chest with **Veggie Sticks (Small)** and then head to the southwest corner by the lake and find the tunnel that leads to a **Mysterious Jewel**.

Follow the west wall to a chest with **Mysterious Liquid x9** and then continue north. Two small plateaus will be on the east and west side of the map, but only the west

side has treasure: **Aifread's Treasure with a Skill Tome: "Soul Dividend"** and **Jet Black Feather x5**.

Now exit to the north. Save before you do anything else and then head forward for another ridiculous scene and a fight.

Boss: Brutaur

This boss's most dangerous attack is its charge attack, which can KO a character on most difficulties above Normal. Additionally, it can dive into the ground and pop up similar to the worms. When Brutaur reaches low health he will begin to spawn allies, these can be ignored until you defeat the boss.

When the exclamation appears over its head and you are behind it it will likely do a Hip Stun attack that you can guard against. When it rears up on its hind legs, guard or sidestrep away as this indicates he is going to charge.

If you have Leia in the group and knock the Brutaur over you can get a Link Ward, but he drops a Link Ward as well.

After the fight and a scene , watch the skits **Unusual Taste in Friends** and **The Problem with Wyverns**. The game sets you off by the north exit, but instead of heading into **Xian Du** head west along the wall until you reach a chest with a **Life Bottle**.

Now head for the southeast corner of the map and climb the vines up and head west to a tunnel with a **Rosemary** inside. If you zone south you can finally reach that plateau you passed earlier in the southwest region and get the **Treat**, but that is the only thing there.

Return to the north and follow the east wall to a tunnel, for **Mysterious Bead x6**, and then head toward **Xian Du**, getting the chest with **Panacea Bottle x3** on the way north.

Note: If you managed to get this far without using any Gels you will get the skit **The Gel Abstainers** and can use them freely now.

Xian Du

Obtainable
Syrup Bottle, Holy Bottle, Dark Bottle

Skits
(Those Xian Du Statues), Close Call, The Spa Retreat Package, Runaway Teen

Sub-Events
The History of Auj Oule

Head north for a scene and then watch the skits (**Those Xian Du Statues**) and **Close Call** and then head into the Inn and watch the skit **The Spa Retreat Package**.

The rooms of the Inn contain a **Syrup Bottle**, a **Holy Bottle**, and a **Dark Bottle**. You may get the skit **Runaway Teen** if you haven't returned to Leronde yet and then continue outside and north.

The elevator here leads to the shops and if you keep going north you will spot a woman by the bright peacock animal, who starts the sub-event line **The History of Auj Oule.** To the north is the boat to the Coliseum, but we can ignore it for the moment.

Sidetracking for Sub Events

Obtainable
Stun Talisman, Tengu Mask, **Iolite Ore**, **Ex-Miner's Wine**, **Item Sphere Plus**

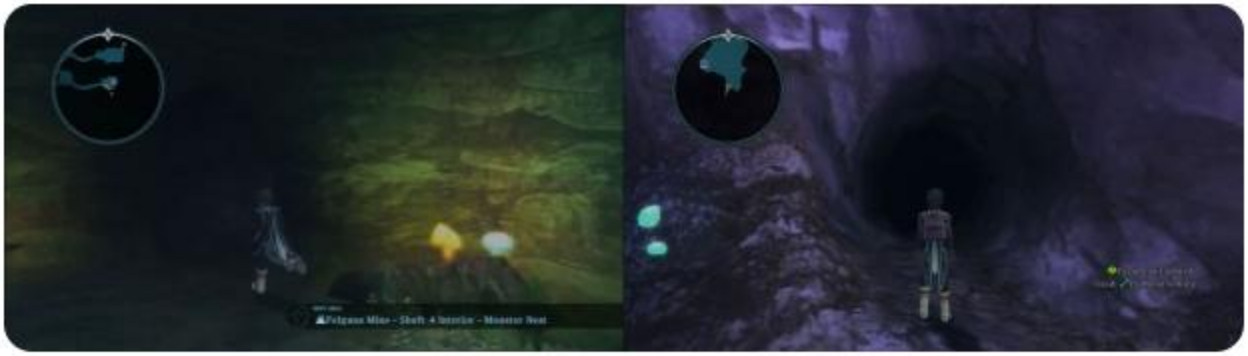
Skits
Elder Care

Sub-Events
The Elder's Plea, Memories of Leronde, Beat the Bandits, Alvin and Derrick, Orange Soup, Rowen's Honor

If you warp back to **Leronde** you can talk to the old man by the **Voltea exit** to start the sub-event **The Elder's Plea**, which will get you the **Ex-Miner's Wine**.

Additionally you can head to the Inn for a funny scene with Leia's mother, **Memories of Leronde**, and she will also hand over a **Stun Talisman**. Now talk to the man inside the Inn and accept the event **Beat the Bandits**. At the clinic, Alvin and Jude's dads will hash out some hidden info in the event **Alvin and Derrick**.

You can complete the two sub events now. For the miner, head to the area where you fought the **Hammerzamm in Felgana Mines** and return to the miner for **Iolite Ore.**



To reach the **Old Vicalle Mine**, head to **Voltea Woods** and exit to the NE branch and then use the tunnel by the save in the NE.

I suggest that if you are going to try the **Old Vicalle Mine** now, you **save before you enter** and inside when you have the chance. The bandits are to the left of the entrance; in the first large room to the left.

Make sure you **do not** accidentally engage the **Devil's Beast** here when you are looking for them. You may also get the skit **Elder Care** as you fight. The reward for finishing this and returning to Warrick at the Inn is a **Tengu Mask**.

Note: I will be going over the Old Vicalle Mine just before the final boss of the game as part of a sub-event, so if you want to get all the treasures you should skip ahead to **Act 4: The Final Journey** and refer to the section (**The Old Vicalle Mine**).

In **Sharilton** you can also head to the shop area and talk to the maid east of the Inn to accept the event **Orange Soup**, which you can complete straight away for the **Item Sphere Plus**.

Xian Du

Obtainable
5400 Gald, Sidekick Mask, Great Tree's Fruit

Skits
Favorite Pets, The Coliseum, Levels of Spyrix

Sub-Events
The Wandering Youth, The Cause of Shifting Spirit Climes, Spirit Clime Trouble, And the Winner Is..., Punish the Poachers

Head across the river and go south to find a Younger Sister of the The Wandering Youth, which can be completed now by **talking to the boatman nearby to reach the Xagut Floodmeadow**. Head toward the south zone and talk to the Wanderer sitting by the rock for a **Great Tree's Fruit** and then head back to **Xian Du**.

Head back to the north and take the north stairs to an elevator that will take you to the wyverns for a scene. Afterwards, watch the skit **Favorite Pets** and head back to the **1F** and go west across the bridge again.

Instead of heading to the boatman, take the elevator up the stairs to the **2F** and talk to the Geographer to start the event line **The Cause of Shifting Spirit Climes**.

Note: If you want to clear Xagut Floodmeadow, see the info I presented earlier when you first arrived in Nia Khera under **Village of Spirits**.

You can also warp to Lakutam and head to the Innkeeper to accept the **Spirit Clime Trouble** event. This can be completed by heading to the Lakutam Highroad from Lakutam, going north to the next zone, and then heading west to find the enemies by the pond. Return to the Innkeeper to gain the **Sidekick Mask** and **5400 Gald**.

Judes Path

When you are ready to proceed; **head to the Coliseum** and talk to the man directly in front of you twice to start a fight. Afterwards, watch the skit **The Coliseum** and then head for the Inn and rest.

In the morning, head across the bridge for a scene and then **go to the Coliseum**. Talk to the receptionist to start 3 rounds of combat and then watch the scenes.

After the events, head outside and toward the bridge for another scene. Cross the bridge to regroup with Milla and Alvin and then head for the Coliseum. After the scene, which reveals Alvin's shady business practices, talk to the receptionist and prepare for another fight.

Millas Path

When you are ready to proceed, head to the Coliseum and talk to the man directly in front of you twice to start a fight. Afterwards, watch the skit **The Coliseum** and then head for the Inn and rest. In the morning, head south toward the town entrance and then go to the Coliseum.

Talk to the receptionist to start 3 rounds of combat and then watch the scenes. After the events, head outside and cross the bridge to a south set of stairs with an elevator for a scene.

After the scene, head to the bridge to regroup with the others and then go to the Coliseum. After another scene, talk to the receptionist and prepare for another fight.

Boss: Spyrix Warrior 1, Spyrix Warrior 2, Spyrix Warrior 3

Watch out for the flamethrower attack that these guys use and make sure you don't get surrounded. Even on Normal your characters can take massive damage from the hits these guys produce, so watch for the exclamation marks and be ready to guard or back-step when needed.

A good tactic is to keep them on their backs with **Beast** or **Aqua Sweep**, or other abilities you can spam that cause knockdown, to prevent them from doing their flame attacks.

After the events, watch the skit **Levels of Spyrix** and then head to the Coliseum and talk to the MC at the top of the steps for the event **And the Winner Is...**

Now head back to the main part of town, cross the bridge and go north to talk to the Subordinate by the north zone-line and accept the **Punish the Poachers** event before entering the **Hunting Grounds**.

Royal Hunting Grounds

Obtainable
Lavender, Specific, Panacea Bottle x2, Melange Gel, Treat, Blue Savory, 3000 Gald, 4000 Gald, Beef Bowl (Small), Mind Ward, Topknot, Hazardous Liquid x5, Fur x8, **Jet Black Feather x6**, **Mysterious Jewel**

Follow the west wall and climb up the ledge and continue to a tunnel that leads to a **Lavender**. Cut back east and climb up the other side for another tunnel, this one leading to **Hazardous Liquid x5**, and then head north along the east wall to find an **Aifread's Treasure with the Topknot** inside on a tree.

Continue along the east wall to a tunnel, with a **Specific,** and then cut across the grounds to the west for a chest with a **Mind Ward**. Now zone to the north.

Head west along the wall to a **Beef Bowl (Small)** and then go east and north to a ledge with a tunnel, which has **Jet Black Feather x6** on the other side.

Check the boulder on this ledge for an **Aifread's Treasure with a Mysterious Jewel** and then hop off the ledge and go east, and a little south, to a chest with **Panacea Bottle x2**. Continue east and hop up the ledge and enter the tunnel for **3000 Gald** and then zone north.

Head north straight to a treasure with **Fur x8** and then climb the cliff straight ahead to reach the bandits for the sub event, which you can turn in later. Grab the **Melange Gel** and hop of to the west and go south to a cliff with a tunnel that leads to a **Treat**.

Now; hop off and go north to another cliff that you can climb and enter the tunnel to find a **Blue Savory** and then head east, just south of the shopkeeper, and find the tunnel that leads to the final treasure with **4000 Gald**. You can how head to **Labari Hollow**.

Labari Hollow

Consumables
Treat, Life Bottle, Melange Gel, Syrup Bottle, Blue Basil, Verbena x5, 2000 Gald, 3000 Gald, Tofu Miso Soup (Small), Battle Guard, Middy Blouse, Stone Ward, Goofy Glasses, Giant Shell x7, Crown Feather x10, **Skill Tome: "Gifted Healer"**, **Jet Black Feather x5**

Skits
Alvin's Wound, The Mercenary-Client Privilage, Elize's Stalker

As you enter head left and enter the first door to get the **Tofu Miso Soup (Small)** from inside and then exit again. Continue around clockwise to a dead end with **Giant Shell x7** and then head counter clockwise **toward the entrance**.

The first room has only random loot; so continue counter clockwise to the end and grab the **Stone Ward** before you **cross the bridge**, which has an **Aifread's Treasure with Goofy Glasses** hidden under the walkway on the right side as you cross.

On the other side; grab the **Battle Guard** from the open and use the door to reach the other side of the canyon.

Hop down and follow the path to two sets of door, the first one leading to a **Treat** and the other advancing you **through the dungeon**. Check the fourth room for a **Life Bottle** and then exit.

Grab the **Melange Gel** from the chest before crossing the bridge and then grabbing the **Syrup Bottle** on the other side. Enter the first door for a **Blue Basil** and then enter the second to find **2000 Gald** and **regroup with Alvin and Elize**.

Exit out the nearby door and jump down. Star by heading **counter clockwise** and entering the first door to get **Verbena x5** and then exit and continue to find a small

alcove with **Crown Feather x10**.

Return to where you jumped down and head into the opposite door and follow it to an **Aifread's Treasure with the Skill Tome: "Gifted Healer"** before you exit the nearby door and get the **Jet Black Feather x5** on the other side.

Finally; return to the previous area and jump down to the final level to get the **Middy Blouse** and **3000 Gald**.

We can now leave and finish up a few loose ends, but first you'll need to walk back out of the dungeon for a scene. Afterwards; watch the skits **Alvin's Wound** and **The Mercenary-Client Privilege** before you follow Elize. Once you have regrouped; watch the skit **Elize's Stalker** and then warp to **Xian Du**.

Xian Du

Obtainable
5600 Gald, Horns, Pigtails, **Mysterious Jewel**, **Item Sphere Plus**

Skits
Gambling Troubles, (Alvin's Acquaintance), (Introductions in Xian Du), (A Hotel for the Night), Exodus' Shadow, (Nostalgia for Nia Khera)

Sub-Events
Mother and Child, The Aftermath, Potent Potions of the Kitarl Clan, Infiltrate the Research Center

After the scene upon **returning to Xian Du** talk to the girl by the **Hunting Grounds entrance** to complete the event and gain the **Horns** and **5600 Gald**. You will also likely get the skits **Gambling Troubles, (Alvin's Acquaintance), (Introductions in Xian Du),** and **(A Hotel for the Night)** around this time.

If you head south and take the south steps to an elevator you can now enter the **previously locked room**, meeting Alvin's mother and seeing a dark side to Alvin as

part of the event line **Mother and Child**. Return to Alvin's mother and talk to her again and then check the cabinets for a **Mysterious Jewel**.

Leave to the main street and cross the bridge for a scene and then watch the skits **Exodus' Shadow** and **(Nostalgia for Nia Khera).** Now head for the Inn for a scene that starts the event line **The Aftermath** and then talk to Karla in the lobby.

The final event you can see takes place in the Coliseum, where a man asks for a Mysterious Bead as part of the **Potent Potions of the Kitarl Clan**. You can likely complete this straight away for an **Item Sphere Plus**.

Note: The Xian Du Coliseum can now be used to take part in the Coliseum Battles.

If you head back to the base of **Labari Hollow** you can get an event with Alvin called **Infiltrate the Research Center**. In Sharilton, stop by the twins and turn in the **Pink Elephant Tusk** for the next step, getting a **Pink Emerald**.

In Nia Khera, head to Ivar in the field to finish the event **Milla's Pendant.** Finally; in Lakutam Seahaven, talk to the old man by the docks to obtain the **Pigtails** item.

Mon Highlands

Obtainable
Chamomile, Blue Verbena, Elixir, Treat, Orange Gel x3, Pineapple Gel, 3000 Gald, 4000 Gald, Pot au Feu (Small), Light Cape, Sideburns, Mysterious Bead x5, Pointy Talons x8, Geode x7, **Jet Black Feather x4**, **Jet Black Feather x5**, **Mysterious Jewel**, **Skill Tome: "Joyful Gains"**

Skits
Teepo and the Four Great Spirits, Ambidexterity, New Experiences

Enter the **Mon Highlands** from Xian Du and watch the skits **Teepo** and **The Four Great Spirits**, **Ambidexterity**, and **New Experiences** as you travel.

Head west along the wall and into a tunnel with **Mysterious Bead x5** and then cut across to the east side to get the **Pointy Talons x8** by a tree. The tunnel nearby leads to a **Chamomile** that you should get before you head for the zone to the north.

Head north and then west and check the south wall just after the turn for **Geode x7** and then follow the wall west to a tunnel with **3000 Gald**. Head northwest, just east of the zone, and spot the **Aifread's Treasure with Sideburns** on the lone tree.

Continue east toward the north zone, getting the **Jet Black Feather x4** and chest the east wall for a tunnel that leads to a **Light Cape** before you zone north.

Head north and take a **right at the first junction** that eventually ends at a dead end with a **Blue Verbena** and then backtrack and head all the way north to another dead end with **Jet Black Feather x5**. Backtrack a bit and check the east wall for a tunnel that will lead you to the north exit.

Grab the **Elixir** by the entrance and then follow the east wall to a tunnel that leads to

a **Mysterious Jewel**.

Head back into the open continue east, checking behind the large boulder for an **Aifread's Treasure with the Skill Tome: "Joyful Gains"** and then go north through the flower bed to a chest with **4000 Gald**. You can now backtrack through the previous areas until you can take the northwest exit.

Head north along the east wall to a tunnel with **Pot au Feu (Small)** and then head south and follow the opposite wall west to a **Treat**. Continue west and find the tunnel just before a boulder and get the **Orange Gel x3** inside.

Head north through the choke point and then grab the chest in the northeast with a **Pineapple Gel** before you zone into the capitol.

Kanbalar

Obtainable
Syrup Bottle, Dark Bottle, 6000 Gald, 6000 Gald, Earmuffs, White Bunny Ears, **Mysterious Jewel**

Skits
A Sign of Affection, Elize Uncensored, Jude the Mercenary, Elize's Song, (Let's Test it Back at the Hotel), Troublemakers

Sub-Events
Real Talk, Survival of the Fittest, Runaway Rappig, Jude's Substitute

Start by exiting the Main Road to the northwest and search the only house available for a **Mysterious Jewel** before you return and enter the Inn. Check the upstairs rooms for a **Syrup Bottle** and **Dark Bottle** and then rest.

After the scene; exit the Inn and return to the northwest area for another scene. Afterwards; watch the skits **A Sign of Affection, Elize Uncensored,** and **Jude the Mercenary.**

You can now do some sub-event clean-up by heading to the Inn and resting again for the sub-event **Real Talk**. The guard near the **Mon Highlands exit** will ask you to defeat some enemies and start the **Survival of the Fittest**.

Meanwhile a girl in the **Residential Ward Plaza** needs help finding her Rappig in the event **Runaway Rappig**.

To complete the two sub-events, head to **Mon Highlands** from Xian Du and zone north. On the west side of the zone **behind a boulder** you should find the **Rappig**. Now continue to the north and encounter the group of enemies right before you zone to the cave area.

Head back to **Kanbalar** and turn these in for **Earmuffs**, **6000 Gald**, **White Bunny Ears,** and **6000 Gald**. Additionally, you will likely get the skit **Elize's Song** as you walk around Mon Highlands.

Note: If you have a **Heart Herb**, warp over to **Xian Du** and you can get the skit **(Let's Test it Back at the Hotel)** and then rest at the Inn to complete the sub-event. In Leronde; head to the clinic for a scene with with Jude and his family to start the event line **Jude's Substitute**.

Head to the castle gates for a scene and then continue toward the throne room for another scene with the **King of Auj Oule**. After the scene, watch the skit **Troublemakers** and then exit the castle. Examine the gate to the gondola for another scene and then continue into town for another scene.

Boss: Presa & Wingul

Wingul is the deadly of the two due to his incredible speed and **massive AOE attacks** that can wipe out the party. Additionally, watch out for your characters becoming confused and attacking each other.

Make sure to keep your HP up and revive people ASAP as needed. Don't be afraid to use Gels for TP now that there is no reason not to use them. The two are most deadly when linked, as all your characters will surround them and become prime targets for both of their AOE attacks.

If you use Leia's Item Steal you can get a **Wind Cape from Wingul** and an **Aqua Cape from Presa**.

Drops: *Knight Crest & Holy Symbol*

Xian Du

Obtainable
6200 Gald, 6200 Gald, Shiba Dog Ears, Earrings, **Long Dau Dictionary**

Skits
Tragedy at Hamil, The Chimeriad, Wingul's Words, (The Oddly Popular Karla), (Come on. It's Time for Bed), (Whither Hamil), (A Question for Karla), (Welcome to the Leronde Lodge), (A Family Affair)

Sub-Events
Jude's Substitute, Reawakened Memories, Find the Villagers, It Does a Body Good, The Mystery of Dodurians

Watch the skits **Tragedy at Hamil, The Chimeriad,** and **Wingul's Words** and then warp to **Xian Du** for an event. Afterwards, watch the new skits **(The Oddly Popular Karla), (Come on. It's Time for Bed),** and **(Whither Hamil)**.

Head toward the Inn for another scene with Alvin and then enter the Inn and talk to Karla on the second floor. Afterwards; watch the skit **(A Question for Karla)** and then warp to the Coliseum and talk to Karla above the receptionist.

Now return to the main part of **Xian Du** and cross the bridge and head toward the **Floodmeadow boatman**. Along the way you should spot a Peddler who you can talk to in order to start the event line **Poetry and Dictionaries** and gain the **Long Dau Dictionary**.

In **Leronde**, watch the skits (**Welcome to the Leronde Lodge**) and (**A Family Affair**) and then head to the Inn and check the **Mabo Curry** by the Food Vendor. Now head toward the clinic for a scene with Jude and his family to start the event line **Jude's Substitute**.

If you pop over to **Hamil** you will get a scene to start the **Reawakened Memories**, which can be completed by heading to the bridge in **Xian Du**.

In Hamil, enter the house on the west side of town to accept the sub-event **Find the Villagers**. Pop over to **Aladhi Seahaven** for another scene and gain **Shiba Dog Ears** and **6200 Gald**. Return to Hamil and approach Loren again to start the event **It Does a Body Good** and then **head to Nia Khera**.

Talk to the young herder by the cows and return it to Loren for **Earrings** and **6200 Gald**.

Additionally; Loren will automatically offer the event **The Mystery of Dodurians**,

which you can complete by heading to Leronde. Watch the skit (**Welcome to the Leronde Lodge**) and then talk to Warrick at the Inn before returning to Loren and getting **Mini Top Hat** and **6200 Gald**.

When you're ready; **head back to Xian Du** and talk to Jurgen by the wyverns on the 2nd floor of the east side of town.

Boss: Pterobronc

Watch out for surrounding this guy and getting hit with his wing AOE. Keep everyone's HP high with Elize and you should be good as long as you have characters that use artes and stay out of the AOE range.

Drop: *Opal*

Sharilton

Skits
A Wyvern's Diet

After the event, talk to Rowen on the first floor and Elize on the second floor for some scenes and then exit the mansion and talk to Leia outside. Continue to the Central Plaza and talk to Alvin by the Inn and then return to the mansion for a scene with Milla.

You can now proceed back to the Plaza for a scene and then watch the skit **A Wyvern's Diet**. Now chat with Driselle in the Central Plaza to head off.

After arriving, turn around and use the wyvern to head straight back to Sharilton and talk to Driselle on the 2nd floor of the manor to find out who bought Rowen's poetry book.

Barnauer Highroad

Obtainable
Basil, Omega Elixir, Elixir, Elixir, Apple Gel x3, Panacea Bottle x3, Blue Lavender, Pineapple Gel, Melange Gel, 3500 Gald, Fruit Salad (Small), Magic Emblem, Devil Wings, Mushroom Powder x8, Buzzard Talon x9, Pointy Talons x10, **Mysterious Jewel**, **Jet Black Feather x6**, **Skill Tome: "Warrior Above"**

Skits
Parting with the Wyverns, Master Seamster, Rowen's Fears

Watch the skits **Parting with the Wyverns, Master Seamster,** and **Rowen's Fears** and then check the tunnel right next to where you were dropped off for **Basil**.

Instead of continuing; head southeast and zone into **Fort Gandala** and check the southeast corner for an **Aifread's Treasure with an Omega Elixir** inside. On the opposite side of the area is an **Elixir** that you should get before you return to the Highroad.

Head west and get the **Mushroom Powder x8** by the trees and then continue west along the wall to find a tunnel with an **Elixir** inside.

Continue west and hop down the cliff-side and check the nearby trees to find **Apple Gel x3** at its base. A tunnel on the cliff-side wall leads to a **Mysterious Jewel** that you should make sure to get and then zone west.

Head west and grab the **Panacea Bottle x3** by the water and then head toward the cliff on the east side of the area. Instead of climbing up, check the south wall for an **Aifread's Treasure with the Devil Wings** and then climb up.

The tunnel on the north wall leads to **Jet Black Feather x6** and the chest nearby has

3500 Gald. Now zone to the northeast.

Hop off the cliff and then check the cliff wall to enter a tunnel with a **Magic Emblem** on the other side.

Start by heading south the get **Buzzard Talon x9** and then cut east and follow the wall to a chest with **Fruit Salad (Small)** and a tunnel nearby with a **Blue Lavender**. Heading south will only take you backwards, so continue north and zone.

You can finally see Fennmont is the distance and the beautiful lights never looked so inviting; but first let's clean out the treasures. Head west and grab the **Pineapple Gel** by the glowing tree in the center of the area and then head to the south wall to find the **Aifread's Treasure with the Skill Tome: "Warrior Above"**.

Follow the north wall until you find a tunnel, near where the Pineapple Gel was, and check inside for a **Melange Gel.** now head to the east side of the area and find the tunnel that leads to **Pointy Talons x10** before you zone into **Fennmont**.

Fennmont

Obtainable
Life Bottle, 6800 Gald, 6800 Gald, 6800 Gald, Tiara, Halo, Shiba's Dog Tail, **Letter to Father**

Skit
Return to Fennmont

Sub-Events
A Message to the Fortress, Year End Sell-Off, Doing Research for a Report, Professor Haus' Research (Jude), The Cycle of Rieze Maxia (Milla)

Watch the skit **Return to Fennmont** and then talk to the woman by the lotus flower fountain to accept the sub-event **A Message to the Fortress** and gain the **Letter to Father**. To the west is a girl in pink who will recognize the group and complete the sub-event **The Runaways**.

Inside the **Samsara Trading Post**, head upstairs to the second floor and talk to the Manager in blue to accept the sub-event **Year End Sell-Off**, which you may be able to

complete now if you have a **Meadow Crystal** for a **Tiara** and **6800 Gald.**

To complete the sub-event; warp to the **west gate of Fort Gandala** and drop off the letter. Now return to the woman in Fennmont for a **Halo** and **6800 Gald**.

Back in Fennmont, head to the **Talim Medical School** and into the **first medical building**. Head off down the hall to the examination room and check the desk for a **Life Bottle** and then exit and enter the **Student Services building**.

If you are playing as Milla you can now get the sub event **The Cycle of Rieze Maxia** by talking to the professor on the nearby benches.

A Grad Student by the blocked area will ask for a **Monster Fluid** as part of the **Doing Research for a Report** sub-event, which you should be able to complete for a **Shiba's Dog Tail** and **6800 Gald**.

Continue down the Teaching Wing to run into the same group of students who previously talked about Jude and get a new sub event, **Professor Haus' Research**. When you are ready; head for the **Laforte Research Center** for a scene and then enter the facility.

Laforte Research Center

Skits
The Mayor's Death

You are forced to go toward the **Lance of Kresnik,** with invisible barriers preventing you from approaching near NPCs.

After the event; head upstairs to the room where you fought the girl in red and enter the lab. After the event, watch the skit **The Mayor's Death** and then climb up the ladder and check the monitor. Exit back to Fennmont when you're done.

Fennmont

Skits
Tales of School - Part 1, Agria the Shadowless, (Jude's Medical School Friends)

Watch the skit **Tales of School - Part 1** and then save and head for the **Samsara Trading Post**; but instead of going inside look to the left to **spot the girl in red**.

Boss: Agria

Focus on taking out her minions before you focus on her, but be wary of her AOEs and Mystic Artes. Since her attacks are mostly fire artes; **using water based artes** and putting on skills that guard against fire is a good idea.

When Agria gets down on her knees and thrusts her sword into the ground she is going to summon Fire Djinn. If you spot her thrusting her sword into the ground and jumping on top, then that signals her AOE fire attack. Finally, if she arches her back and looks up she is going to do a small AOE fire attack.

If you keep your HP and Elize in the part to recover the Burn status effects you should be fine. You can also use Item Steal to gain a **Lemon Gel.**

Drop: *Garnet*

After the battle, watch the skit **Agria the Shadowless** and then head to the **Talim Medial School** area to get (**Jude's Medical School Friends**).

Head inside to the examination room for an event with Prinn, who wants a **Harmonica Grass** as part of the **Leia's Failure** event line. Now head to Orda Palace for a scene and then enter the palace.

Orda Palace

Consumables
Holy Bottle, Red Sage, Treat, Melange Gel, Pineapple Gel, Lemon Gel, All-Divide, Blue Rosemary, 3500 Gald, Fruit n' Cheese (Small), Earth Cap, Rune Circlet, Dark Cape, Finesse Ring, Party Hat, Sharp Pincers x6, Geode x7, Pearl x10, **Jet Black Feather x8**, **Skill Tome: "Absolute Defense"**

Skits
Orda Palace, Nachtigal's Death, A Cold Shadow

Head straight inside for a scene about the **Lotus Ring** and then watch the skits **Orda Palace**. Afterwards; take the Lotus Ring to the 2F and approach the door for another scene and fight.

Head through the now open door into a circular room and enter the door to the northwest and work counter clockwise through the rooms getting a: **Holy Bottle, Sharp Pincers x6, Fruit n' Cheese (Small), Dark Cape, Red Sage, Geode x7,** and an **Earth Cap**.

Now take either of the eastern doors to a staircase and then check the northern doorway for an **Aifread's Treasure with the Party Hat** on the outside. Now, approach the doorway by the Lotus Ring for another event fight and then enter.

Once again; start with the northwest room and move counter clockwise to collect the **Pearl x10, Finesse Ring, Jet Black Feather x8, Treat, Melange Gel, Rune Circlet, Pineapple Gel, Lemon Gel,** and **All-Divide**.

Take either east door and get the **3500 Gald** by the south one and then approach the door for another fight. Save your game and then enter the door for a scene.

Boss: Nachtigal

Nachtigal isn't fast, but he's an incredible tank that can cast right through your attacks and then surprise you with decent AOEs. His most deadly attacks are actually his simple attacks such as Massacre Arc and Destruction, since he uses them a lot and they eat up a lot of your HP and leave you vulnerable to his AOEs.

Besides that, most of Nachtigal's attacks are simple lunges, swipes, and bashes with his lance that don't pose much of a threat, but there are a few attacks to watch out for. When he lunges toward you from afar, avoid this attack rather than blocking, since it is unblockable and can one shot when enveloped in dark aura.

Also, when he begins to cast, watch out for the two spells Air Pressure and Dark Visitor. In particular, Dark Visitor can instant KO a member on occassion. In general, stay away from Nachtigal when his sword is enveloped in dark aura, as this has increased his attack power and made him extremely dangerous.

Additionally, if you don't keep your party HP up you may find that his Mystic Arte will wipe out your party in one hit. Keep away from him when he goes into Overlimit. If you want to try and steal an item with Leia you will get a **Amethyst**.

Drop: *Black Onyx*

After the scene; watch the skit **Nachtigal's Death** and then use the warp behind the throne. Head south and at the top of the steps check the left wall to spot an **Aifread's Treasure for the Skill Tome: "Absolute Defense"** and then open the chest in the north for a **Blue Rosemary**.

With nothing left on this floor to do; take the **Lotus Ring** in the west. After another scene, watch the skit **A Cold Shadow** and then return to the 1F and head back to Fennmont.

Traveler of Rieze Maxia

Complete Chapter 2 of Tales of Xillia.
Well done! The adventure continues...

COLLECTED?

ACT 3 - EXPOSER OF RIEZE MAXIA

MISCALCULATIONS

Fennmont

Skits
Crossing the Marsh

Sub-Events
The Library of Orda Palace

After the scene, watch the skit **Crossing the Marsh** and then **return to Orda Palace**. The good news is that all the enemies are gone, but the random treasures are also gone. Warp to the 3rd floor and enter the southwest door and walk toward the bookshelves for the sub-event **The Library of Orda Palace**.

Arklund Quag

Obtainable
Treat, Lemon Gel, Red Chamomile, Melange Gel, Specific, Syrup Bottle x2, 4000 Gald, Croquette Bun (Small), Wisdom Ring, Devil Tail, Mysterious Bead x6, **Mysterious Jewel**, **Jet Black Feather x5**

Skits
Human History, Mastering the Staff, The Decisive Type

Watch the skits **Human History, Mastering the Staff,** and **The Decisive Type** before you do anything else.

Now; follow the east wall to a tunnel with a **Treat** inside and continue until you find a **Lemon Gel** sitting in the open. Cut southwest to the area just west of the opening between the two ponds and you should find another tunnel that leads to a **Red Chamomile**. Now zone north to the next area.

Open the chest with a **Croquette Bun (Small)** in the chest to the west and then follow the west wall to a tunnel with a **Wisdom Ring**. Continue north and then cut east and then head south a little to a **Melange Gel**.

If you turn around and look at the boulder behind you you'll spot the **Aifread's Treasure for a Mysterious Jewel** and just south of this is a tunnel that leads to **Mysterious Bead x6**. You can now continue north to the next area.

Head east along the wall until you reach the **Specific** and then go north a bit and check the first tree for the **Aifread's Treasure with the Devil Tail.**

Head west through the area to a chest with **Syrup Bottle x2** and then continue west to the wall where a tunnel leads to **Jet Black Feather x5**. Continue to follow the west wall north until you are almost to the zone and check for a tunnel that leads to **4000 Gald** before you zone north.

If you playing as Milla you need to turn in the **Harmonica Grass to Prinn in Fennmont** before you proceed with the game.

Fezebel Marsh

Obtainable
Lemon Gel x5, Pineapple Gel x5, Panacea Bottle x5, Apple Gel x5, Orange Gel x5, Life Bottle x5, **Booster**

Skits
Rashugal's Battle Plan, Side Effects

Head near the guards for a scene to gain a **Booster** and then watch the skits **Rashugal's Battle Plan** and **Side Effects**. Make sure to save and then follow the linear path for another scene. You will need to survive multiple waves of battles, but none of the should prove to be too difficult.

After the waves are complete, save your game and if you need healing items open the chests for **Lemon Gel x5, Pineapple Gel x5, Panacea Bottle x5, Apple Gel x5, Orange Gel x5** and **Life Bottle x5**. When you are ready head forward.

Boss: Jiao (2), Wingul (2), Presa (2)

All of these guys fight the same as before, but the difficulty is fighting them all together. **Focus on taking out Jiao first**, as his damage output is much higher that the other two. After that, you can take out Presa or Wingul, whoever has the lesser amount of HP.

As always; watch out for confusion causing your characters to attack each other. If you wish to use Item Steal you can gain a **Ruby** from Jiao, an **Opal** from Wingul, and an **Aquamarine** from Presa.

Drops: *Stamina Ring, Quick Ring, Mind Ring*

Return to the save and open the chests if you didn't before and then follow the path north for a scene.

Boss: Gaius

You *don't* have to beat Gaius; but it **is** possible. Almost all of Gaius' attacks are powerful and his ability to use them in quick succession is what makes them extremely deadly.

Make sure to have **Elize's Revive** and **Nurse** abilities unlocked before you even try and start this battle and **partner with Alvin** to help break his constant guard and allow you to do maximum damage.

Drop: *Exceed*

Tulea Tundra

Obtainable
Red Saffron, Omega Elixir, 4000 Gald, Peach Pie (Small), Swordsman's Eyepatch, **Jet Black Feather x5**

Skits
A Mysterious Spirit

Watch the skit **A Mysterious Spirit** and then head south along the beach to a chest with **Jet Black Feather x5**. The south exit only leads to **Fezebel Marsh**, so head northeast along the beach and open the chest for a **Peach Pie (Small)**.

If you head southwest to the tree by the west wall you should find a **Aifread's Treasure with the Swordsman's Eyepatch**, but with nothing else in the area to get zone north.

Follow the west wall behind a boulder to find a **Red Saffron** before heading east to another chest with **4000 Gald**. Continue north along the west wall to find another **Aifread's Treasure with an Omega Elixir** and then zone north.

Kukhar Ice Caverns

Obtainable
Life Bottle x2, Treat, 100000 Gald, Takoyaki Ramen (Small), Gothic plate, Aqua Cape, Iron Leggings, Rosy Cheeks, Mushroom Powder x7, Monster Fluid x5, **Jet Black Feather x5**, **Jet Black Feather x6**

Skits
Soldiers from the sky, Aquadragons

Head north and take a right at the split and search the north wall to find a tunnel that leads to an **Aqua Cape**. Continue west and then north at the next split to a chest with **Mushroom Powder x7** and then continue west by climbing the vines.

After hoping down; go south for the **Life Bottle x2** and then head north for a scene. After the reunion, watch the skit **Soldiers from the Sky** and then zone north.

Hop down and then head east along the path, but check the west wall as you curve north to find an **Aifread's Treasure with the Rosy Cheeks.** Continue east to a dead end with a **Treat** and then return to the west section of the map.

As you head north, check the west wall for a tunnel to **Iron Leggings** and then head north and hop down. In the room off to the east, check the south wall for a tunnel leading to **Jet Black Feather x5** and then head east to a dead end with the **Gothic Plate**, which you should equip.

Head down the north tunnel now to the dead end and get the **Takoyaki Ramen (Small)** before you zone east. Save your game and then follow the path for a scene.

Boss: Aquadragon 1, Aquadragon 2

The dragons aren't too deadly, but they're annoying as they can easily knock your characters over and stun them. If you haven't already learned to hit Square to recover from a knockdown, this is the time to do it. It would also help to outfit your

characters with the **Stun Medallion** or **Stun Bracelet**.

Their most common attack is Coral Blade, where they thin themselves out and spin both blades to stun or knock your characters over. When they have you surrounded, the dragons can stun you over and over again, so focus on one to eliminate that variable ASAP.

Watch out for when they "stand up", as this is an indication of Splash Breath, which drains your TP. Most importantly, be wary when they link together and do the Linked Arte **Spiral Breath**. During this time, either back up or stick close to avoid massive TP loss.

Drops: *Heal Bangle & Spirit Bangle*

Afterwards; watch the skit **Aquadragons** and then zone north. Continue north and at the split head west to the dead end with **Monster Fluid x5** and then backtrack east.

Continue east to another dead end with the **Jet Black Feather x6** and then climb the

vines. Head north and on the south wall of the top loop grab the **Aifread's Treasure with 10,000 Gald** and then continue to the exit.

Sillea Tundra

Obtainable
Red Sage, Lemon Gel, Red Jasmine, Omega Elixir, 4000 Gald, Seaweed Salad (Small), Heart Eyepatch, Pearl x8

Skits
Milla Wakes

Head east along the north wall to a chest with **Pearl x8** and then check the nearby tree for an **Aifread's Treasure with the Heart Eyepatch.**

Cut southwest to a chest with **4000 Gald** and then head south along the west wall for a chest with **Seaweed Salad (Small)**. Going south more only leads to Fezebel Marsh, so zone north, heading back the way you came.

Head north a bit for a scene and then watch the skits **Milla Wakes**. West of the south zone is a **Red Sage** that you should get and then cut across to the east side for a chest with a **Lemon Gel.**

Back on the west side, climb the vines to get the **Red Jasmine** in a chest and then hop off to the north and check behind the boulder for an **Aifread's Treasure with an Omega Elixir.** You can now zone to the **Nala Lava Tubes**.

Nala Laval Tubes

Obtainable
Life Bottle x2, Miracle Gel, Red Savory, Specific, Saffron, Apple Gel, 10000 Gald, Spicy Chicken Roll (Small), Gothic Cardigan, Flame Cape, Iron Leggings, Monster Fluid x5, Silver Ore x20, **Skill Tome: "Wall of Soul"**, **Jet Black Feather x4**

Skits
The Outside World, Cooking with Fire Teagle, An Unexpected Chill

Head north, ignoring the loop, and hug the south wall as you head west to find a tunnel with **Life Bottle x2**. Continue west to a dead end for a **Miracle Gel** and then backtrack and hop up the ledge and continue north.

Ignore the vines and get the **Aifread's Treasure for the Skill Tome: "Wall of Soul"** just north on them on the east wall and then get the **Red Savory** at the dead end.

Now backtrack and climb up the vines and follow the path to an opening for a scene. After the fight, watch another scene and then watch the skits **The Outside World** and **Cooking with Fire Teagle**. Check the west wall of the open area for a tunnel with a **Flame Cape** and then zone north.

Head north to a split and then follow the path north and then hop down. The north path here leads to a **Specific**, while the south only loops around for some random treasure. Head back to the split now and go west and then north, hugging the west wall to find a tunnel with **Iron Leggings**.

Continue north, stopping south to a **Gothic Cardigan,** and get the chest with a **Spicy Chicken Roll (Small)** before you climb the vines to a tunnel on the south wall with **Jet Black Feather x4**, while the dead end has an **Aifread's Treasure with 10000 Gald**.

Now zone north and **save your game!** Follow the linear path north for a scene.

Boss: Fire Teagle

The Fire Teagle is fast and uses charge attacks that can knock you over an break through your hit combos. Additionally he is aided by minions that will respawn even when defeated. Focus on taking out the Teagle and let your allies deal with the minions.

Using water based attacks like Rowen's water magic will help make this match end quickly. If you use Item Steal you will get a Omega Elixir.

Drops: *Might Ring & Garnet*

Watch the skit **An Unexpected Chill** and then zone west. Follow the path north until you reach a large room and then check the northeast corner for a tunnel leading to a **Saffron** before you continue west. Take either path of the loop to continue north and hop down at the split.

To the west is a dead end with an **Apple Gel** that you should get and then continue east, hugging the south wall to find a tunnel with **Monster Fluid x5.** At the split, head south to a chest with **Silver Ore x20** and then zone north.

Xailen Woods

Obtainable
Red Basil, Dishes, Sephira, Full-Frame Glasses, **Jet Black Feather x5**

Judes Path

Hop down and follow the right wall north, getting the **Aifread's Treasure with a Sephira**, and then enter the tunnel for a **Seafoof Stew (Small)**.

To the north is a **Red Basil** sitting by a boulder and if your follow the north wall west you can find another **Aifread's Treasure with the Full-frame Glasses** on the back side of a boulder. Continue west along the south wall now to find a tunnel to **Jet Black Feather x5** and then zone east.

Millas Path

Hop down and follow the south wall to a tunnel with **Jet Black Feather x5** and then continue east along the north wall, checking the back side of a large boulder for an **Aifread's Treasure with the Full-frame Glasses**, to a chest with a **Red Basil**.

Instead of zoning east, head south along the east wall to a tunnel with **Seafood Stew (Small)** and then exit and continue to hug the east wall south to spot an **Aifread's Treasure with a Sephira.** Now backtrack and zone to the east.

Xailen Woods Temple

Obtainable
Vortex Flame, Vorpal Sword, Fountain Rod, Blazing Fury, Savage Flare, Eternal Flame, Exile Hat, Holy Circlet, Holy Circlet, Exile Hat, Gothic Helm, Gothic Ribbon, Gothic Cardigan, Gothic Cardigan, Gothic Guard, Gothic Guard, Gothic Plate, Gothic Dress

Skits
Milla's Sister, Jude's Indiscretion, (A Chat With Wingul), Footprints, Looking Out for Little Sis, Muzet's Duty, Runs in the Family, The Tao of Jiao

Sub-Events
Jiao's Demise, The Two Generals

Head toward the temple for a scene and then watch the skits **Milla's Sister** and **Jude's Indiscretion** before you enter the temple for another scene that reveals the true purpose of the Lance of Kresnik, Exodus, and Alvin. Afterwards; watch the skit (**A Chat With Wingul**) and then exit the temple.

Watch the skits **Footprints** and **Looking Out for Little Sis** and then talk to **Agria or Presa** for the sub-event **Jiao's Demise**. Next, talk to Wingul for the sub-event **The Two Generals**.

Note: Note that getting the sub-event **The Two Generals** will result in **not** getting a skit later called **(Where'd Wingul Go),** so if you are trying to get all sub events, get this now and either buy the skit Grade Shop to see that skit or do not activate The Two Generals in NG+.

Judes Path

When you are ready, head back inside and take the right stairs and enter the left room to rest in the beds for a scene. When you have control again, head downstairs and talk to Milla for another scene and then exit the temple to regroup.

Watch the skits **Muzet's Duty, Runs in the Family** and **The Tao of Jiao**. Additionally; all your characters that were abscent have points on the Lilium Orbs and new gear, so go check it out.

Millas Path

When you are ready, head back inside and take the left stairs and enter the right room to rest in the beds for a scene. When you have control again, head downstairs and talk to Jude for another scene and then exit the temple to regroup.

Watch the skits **Muzet's Duty, Runs in the Family,** and **The Tao of Jiao.** Additionally, all your characters that were abscent have points on the Lilium Orbs and new gear, check it out.

Kanbalar

Hop down and head right onto the next screen and then continue for a scene. Afterwards, exit out the other side and follow the linear path until you hit another scene. Continue and then jump down twice to enter the palace gate and take off with the wyverns.

You'll take part in 3 mandatory battles and then be dropped back in Kanbalar.

Kanbalar

Skits
(Where Did I Hear of Kanbalar Before), The Ears of a Monster, Flying Ships, (Finding the Local Delicacy)

Sub-Events
Monsters in the Cave, Jiao and Wingul

Watch the skit **(Where Did I Hear of Kanbalar Before)** and then head south until you see a scene with Wingul and Rowen. Continue south for a scene with Elize and then exit the palace and talk to Milla. Return inside the palace and head north to reunite with everyone.

Instead of heading to the throne room; watch the skits **The Ears of a Monster, Flying Ships,** and **(Finding the Local Delicacy)** and then head south for a scene between Milla and Muzet as part of the Sisterhood sub-event.

Now head to the Inn and talk to Karla for the final step in her event line and then head upstairs and talk to the old man in one of the rooms to accept the sub-event **Monsters in the Cave** and then head to the throne room and talk to Wingul to complete the sub-event **Jiao and Wingul**.

Before talking to Gaius to continue the story, **warp to Xailen Woods** on the Temple side and head west to climb up the previously inaccessible area and enter **Nala Laval Tubes**.

Nala Laval Tubes

Obtainable
Apple Gel, Saffron, Specific, Red Savory, Miracle Gel, Life Bottle x2, 10000 Gald, Spicy Chicken Roll (Small), Gothic Cardigan, Iron Leggings, Flame Cape, Silver Ore x20, Monster Fluid x5, **Jet Black Feather x4**, **Skill Tome: "Wall of Soul"**

Head west and then south to a dead end with **Silver Ore x20** and then climb up and head west as you hug the south wall to find a tunnel that leads to **Monster Fluid x5**.

Keeping going west to the dead end with an **Apple Gel** and then backtrack and climb up. Follow the path south until you reach a large room and then check the northeast corner for a tunnel leading to a **Saffron** before you zone south.

Boss: Fire Teagle

The Fire Teagle is fast and uses charge attacks that can knock you over an break through your hit combos. Additionally he is aided by minions that will respawn even when defeated. Focus on taking out the Teagle and let your allies deal with the minions.

Using water based attacks like Aqua Sweep and Rowen's water magic will help make this match end quickly, but just keep your HP up with Elize and you should be okay.

After the fight; zone south and grab the **Spicy Chicken Roll (Small)** from the chest before you climb up to the east. The tunnel on the south wall leads to **Jet Black Feather x4**, while the dead end has an **Aifread's Treasure with 10000 Gald**.

Hop down and continue south to another dead end with a **Gothic Cardigan** and then backtrack and head west.

As you head south, check the west wall to find a tunnel with **Iron Leggings** and then continue south and then east. Instead of using the zone, follow the path north and then hop down. The north path here leads to a **Specific**, while the south only loops around for some random treasure. Now head for the zone.

Head south into a large area and then check the west wall for a tunnel with a **Flame Cape**. Continue along the path and hop down and then go north, checking the east wall for an **Aifread's Treasure for the Skill Tome: "Wall of Soul"**, and get the **Red Savory** at the dead end.

Head south now and hop down and then take a right to a dead for a **Miracle Gel** and

then backtrack and enter the tunnel almost directly across from the ledge for **Life Bottle x2**. You can now leave to the south and enter **Sillea Tundra**.

Sillea Tundra

Obtainable
Omega Elixir, Red Jasmine, Lemon Gel, Red Sage, 4000 Gald, Seaweed Salad (Small), Heart Eyepatch, Pearl x8

Hug the east wall as your head south and check behind the first large boulder to find an **Aifread's Treasure with an Omega Elixir** and then climb the vines nearby and get the chest with a **Red Jasmine**.

Hope down and cross to the east side of the map and open the chest with a **Lemon Gel** just below the eastern ledge before you cut back southwest to get a **Red Sage**. You can now zone south.

Follow the south wall until you get the chest with **4000 Gald** and then head northeast to a corner with an **Aifread's Treasure with the Heart Eyepatch** on the tree and a chest with **Pearl x8** behind it.

Head south along the west wall for a chest with **Seaweed Salad (Small)** and if you continue to the zone you will be in **Fezebel Marsh**.

Kanbalar

Skits
(Where Did I Hear of Kanbalar Before), The Ears of a Monster, Flying Ships, (Finding the Local Delicacy)

Sub-Events
Monsters in the Cave, Jiao and Wingul

Watch the skit (**Where Did I Hear of Kanbalar Before**) and then exit the throne room and head south for a scene with Agria and Leia.

Now check the west side of the area for another scene with Alvin and Presa to learn more about them and then exit the palace and talk to Jude. Return inside the palace and head north to reunite with everyone.

Instead of heading to the throne room, watch the skits **The Ears of a Monster, Flying Ships,** and (**Finding the Local Delicacy**) and then head south for a scene between Milla and Muzet as part of the **Sisterhood** sub-event.

Now head to the Inn and talk to Karla for the final step in her event line and then head upstairs and talk to the Hunter in one of the rooms to accept the sub-event **Monsters in the Cave** and then head to the throne room and talk to Wingul to

complete the sub-event **Jiao and Wingul.**

Before talking to Gaius to continue the story, warp to Xailen Woods on the Temple side and head south to climb up the previously inaccessible area and enter **Kukhar Ice Cavern**.

Kukhar Ice Cavern

Obtainable
Treat, Life Bottle x 2, 10,000 Gald, Takoyaki Ramen (Small), Gothic Plate, Aqua Cape, Iron Leggings, Rosy Cheeks, Monster Fluid x5, Mushroom Powder x7, **Jet Black Feather x6**, **Jet Black Feather x5**

Head south until you hop down and then check the top loop to grab the **Aifread's Treasure with 10000 Gald.**

Head south again and hop down, grabbing the **Jet Black Feather x6** from the dead end to the east, and continue west past the zone to a dead end with **Monster Fluid x5**. Now zone south.

Boss: Aquadragon 1, Aquadragon 2

The dragons aren't too deadly, but they're annoying as they can easily knock your characters over and stun them. If you haven't already learned to hit Square to recover from a knockdown, this is the time to do it. It would also help to outfit your characters with the **Stun Medallion** or **Stun Bracelet**.

Their most common attack is Coral Blade, where they thin themselves out and spin both blades to stun or knock your characters over. When they have you surrounded, the dragons can stun you over and over again, so focus on one to eliminate that variable ASAP.

Watch out for when they "stand up", as this is an indication of Splash Breath, which drains your TP. Most importantly, be wary when they link together and do the Linked Arte **Spiral Breath**. During this time, either back up or stick close to avoid

massive TP loss.

Drops: *Heal Bangle & Spirit Bangle*

You can now zone to the west to continue. Head west and at the split go north to a dead end and get the **Takoyaki Ramen (Small)** before you backtrack and head south. When you reach the large room, head east to a dead end with the **Gothic Plate** and then check the south wall for a tunnel leading to **Jet Black Feather x5.**

Continue west to a set of vines and climb up. Continue south, hugging the west wall for a tunnel to **Iron Leggings**, and then head east to a dead end with a **Treat** before you backtrack and check the west wall as you curve south to find an **Aifread's Treasure with the Rosy Cheeks** and zone.

Head all the way south to a chest with **Life Bottle x2** and then go east to the next split and hop down and go north to find **Mushroom Powder x7**. Head south and then all the way east, hugging the north wall to find a tunnel that leads to an **Aqua Cape** and then zone south.

Tulea Tundra

Obtainable
Omega Elixir, Red Saffron, 4000 Gald, Peach Pie (Small), Swordsman's Eyepatch, **Jet Black Feather x5**

Head south along the west wall to an **Aifread's Treasure with an Omega Elixir** and then continue south to a chest with **4000 Gald**. Continue south along the west side to find a **Red Saffron** and then zone to the south

Follow the east wall to the beach and grab the **Peach Pie (Small)** and then head south and west to a tree with an **Aifread's Treasure** on it to gain the **Swordsman's Eyepatch**.

Check the south end of the beach for Jet **Black Feather x5,** but heading any further will only take you back to **Fezebel Marsh**.

Kanbalar

Obtainable
Censor Bar

Return to the man in the Kanbalar Inn and turn in his sub-event for a **Censor Bar**. When you are ready to proceed with the story, head to Gaius and talk to him. After an event you will be forced into a battle before you land on the Zenethra.

E.S.S. Zenethra

Obtainable
Treat, Miracle Gel, Holy Bottle x2, Blue Sage, Melange Gel x2, Blue Savory, Red Verbena, Apple Gel x2, Orange Gel x2, Jasmine, Pineapple Gel, Syrup Bottle x2, Elixir, Dark Bottle, Heavy Treat, Life Bottle, Omega Elixir, Specific, 3000 Gald, 3000 Gald, 4000 Gald, Croquette Parfait (Small), Sacred Helm, Phoenix Ribbon, Resistance Emblem, Amulet, Reverse Doll, Rotten Bone x15, Venomous Stinger x8, Beetle Leg x7, Rare Metal x8, Bee's Nest x11, Everbloom x7, Bizzare Clump x5, **Radio**, **Zenethra Map**, **Jet Black Feather x6**, **Jet Black Feather x5**

Skits
Aboard the Zenethra, On the Trail of the Four, Milla the Conflicted, Elympions

Watch the skits **Aboard the Zenethra** and **On the Trail of the Four** and then enter the door by the save point for a battle and scene, you will also get the **Radio** and **Zenethra Map**.

Warning! I suggest you wear **anti-Petrify items** or set the **Panacea Bottle to cure Petrify** in the Auto-Item menu.

Open the chest to the right for a **Treat** and then head to the southeast corner for a **Miracle Gel**. There is nothing in the south door; so head through the west one for a scene to learn more about Alvin and the others. Watch the skits **Milla the Conflicted** and **Elympions** and then head down the stairs.

On the north side of the room is a chest with **Holy Bottle x2** and on the north side of the room is a **Blue Sage** that you should get before taking the southern door.

Get the **Rotten Bone x15** from the chest in the souther and then head east upstairs and through the door for a **Sacred Helm**. Head back inside and down the stairs and continue east to a chest with **3000 Gald**. Now go down the steps and east; getting the

Melange Gel x2 to the north before you exit east.

Loop around to the other side and get the **Blue Savory** from the west before you enter the door to the north, which has a **Red Verbena** and **Venomous Stinger x8**.

Exit and return to the previous room and head west this time. Get the chest with **Apple Gel x2** and then use the **Lotus Ring** to get to another room with a **Resistance Emblem**.

Exit and head west and then south and east to take the stairs up to a chest with **Jet Black Feather x6** and unlock the door that leads back to the beginning, where you can get healed by the female soldier. Return to the door your entered originally and this time head east and then south to a chest with **3000 Gald**.

Continue east, heading south to get the **Croquette Parfait (Small)**, and then exit through the east door. Loop around to the south side and then head all the way west for a chest with **Orange Gel x2** and then check both the south doors for a **Jasmine, Beetle Leg x7,** and **Amulet.** Now exit through the east door.

Ignore the first door to the south and head all the way east for a chest with a **Pineapple Gel** and then check the nearby door to the south for **Syrup Bottle x2.** Now head north and then east to reach the first generator and destroy it.

Grab the **Elixir** nearby and exit and head all the way west, stopping at the north room to move a box and get **4000 Gald** before you exit.

Open the chest to the west for **Bee's Nest x11** and then check the north door for **Rare Metal x8** before you head back east and then south through the door we skipped before. Check the room for **Everbloom x7** and a **Reverse Doll** and then take the **Lotus Ring**.

Before leaving the room, get the **Jet Black Feather x5** and **Dark Bottle** from the nearby chest and cabinet. The exit to the west leads to a room with only random treasure, so head east to a **Phoenix Ribbon** and then enter the north door for a **Heavy Treat**.

Now head to the southwest door, which leads to **Bizzare Clump x5** and a **Life Bottle** and then return to the main section and take the south door to a room with boxes,

that can be moved around to reach an **Omega Elixir**. When you are ready, exit through the east door to reach the other generator.

After the scene, return to the Central Chamber as Milla suggests and take the once barricaded doors outside. get the **Specific** to the north and then head east and save before entering the door.

Boss: Gilland & Celsius

Gilland is the trickier of the pair due to his **long range attacks and ability to heal**. When linked the pair becomes deadly to those not blocking or using skills like **Aqua Sweep** to stun or knock down. It's best to go full force on the pair and leave the healing up to Elize, but make sure to keep them occupied and off her.

Celsius won't move far from her master even when they aren't linked, so attacks that can do AOE damage are valuable assets in this battle. Once Gilland is taken out Celsius will not pose much of a threat other than her **Icy Calamity**, which will knock everyone down and possibly stun them.

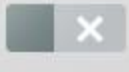
If you want to steal from them you can gain an **Exceed** from Gilland and an **Aquamarine** from Celsius.

Drops: *Sync Stone & Affinity Stone*

Watch the large event and then make sure to save your game afterwards.

Exposer of Rieze Maxia
Complete Chapter 3 of Tales of Xillia.
Great job! The climax is just ahead!

COLLECTED?



Hamil

Jude and Leia have been hanging out in Elize's old house in Hamil, with Jude being a little out of it. Nothing like a visit from an old friend to awaken out hero to his new journey.

Boss: Alvin

Use Jude's **Snap Pivot** to your advantage, but don't get into a long combo that can get inturrpted by Alvin's attacks. Be patient, avoiding Alvin's attacks, and you should finish him. If you do lose, the game will still continue.

Drop: *Warrior Symbol*

Hamil

Valuables
Spirit Fossil Husk

Skits
A New Departure, Stress Relief

Sub-Events
Soldiers Who Use the Spyrix

Once you have control, head toward the trees where you fought Alvin for the sub-event **Soldiers Who Use the Spyrix**, and obtain the **Spirit Fossil Husk**. Head to the main part of Hamil for a scene and you can now teleport around the world again.

Watch the skits **A New Departure** and **Stress Relief** and then **head to Xian Du**. Head up the elevator by the **Coliseum** and talk to the Geographer to complete the event line. You can also take part in the Advanced Single and Beginner Group events (though you do not have enough members at the moment).

Fennmont

Obtainable
Psychic Ring

Skits
(To the Talim Medical School), Tales of School - Part II, The King of Rieze Maxia, Interrogator Elize

Sub-Events
Sustaining Anxiety, Whither the Wyvern, Homing Instinct

If you haven't already; return to **Prinn at the Talim Medical School** with the Harmonica Grass for a scene to gain a **Psychic Ring**. Now head to the Central Plaza for a scene and a fight. Afterwards; watch the skits **(To the Talim Medical School), Tales of School - Part II,** and **The King of Rieze Maxia**.

At the Inn, rest for a scene to start the **Sustaining Anxiety** sub-event and then head to the **Talim Medical School Reception** area and talk to Eldin for the next event in the event line **Those Who Act in Shadows.**

If you head to the **Fort Gandala side of Barnauer Highroad** (to the place where the

Wyvern dropped you off), you should get the sub-event **Whither the Wyvern**. Additionally; you will get the skit **Interrogator Elize**, since you are on the first field map since the start of Act 4.

After noticing the missing wyvern, head to the wyvern's location in Xian Du and **approach Jurgen** for the sub-event **Homing Instinct**. When you are ready, head to the Fennmont Seahaven and talk to Wingul.

Aboard the ship, the party tells Gaius their plan to find the real Maxwell, but Wingul makes it clear that their only desire is to obtain the Lance of Kresnik and focus their attacks on Elympios.

Boss: Muzet

Muzet isn't too much of a threat, but she does have some attacks that can pose danger to characters not at full health. Keep your party at full health with Elize's Nurse and make sure to revive Elize or Leia if they die to allow them to keep the other party members healed and alive.

When surrounded, Muzet likes to use **Sharpended Petals**, an AOE attack around her body that does significant damage. If you see her trying to cast Diffusional Drive, make sure to **interrupt her** or it will likely lead to a KO. Also be wary of Stun Blitz, as she may follow with Sharpened Whip, which may KO a character not guarding.

During her **Overlimit**, Muzet uses Elemental Hymn, a multi-use attack that shots homing orbs out, but these can be avoided by running around in a circle. Additionally; her **Mystic Arte Event Horizon** is a area wide AOE that will hit everyone, so make sure that your party is at good health when she is in Overlimit.

Drop: *Mystic Symbol*

Aladhi Seahaven

Skits
The Hand of Gaius, Erratic Muzet, A Handmaid's Pride

After the battle, you will find yourself in Aladhi Seahaven under arrest. Luckily the party plans their own rescue and determines that their next destination should be Milla's Shrine in the Nia Khera Hollowmont.

Watch the skits **The Hand of Gaius** and **Erratic Muzet** and then warp to Milla's House for a scene and battle.

Boss: Ivar (2) & Wyvern

Ivar fights similar as before, but he is a lot faster and has a little help this time. The Wyvern isn't much of a threat, but it does like to split up from Ivar and target the healers. Ivar's standard attacks are more deadly than his actual artes, due to their speed and ability to combo together quickly.

He also blocks your attacks a lot, so your artes don't reach their full potential. His standard attack **Phantom Surge** causes him to quickstep toward you from a good distance, quickly, making it hard to back step away from. Additionally, his **Grave attack will cause Arteseal**, so have Panacea Bottles set for Auto-Item use.

The best strategy is to take out the Wyvern first, as it has the AOEs and can easily mess up your ability to dodge Ivar's attacks. This will also prevent Ivar from using his **Mystic Arte Shimmerfang Impact,** which can lower everyone to 1 HP, while the dragon is out to help finish off your party at low HP.

You can Item Steal a **Red Saffron** from Ivar and a **Red Verbena** from the Wyvern.

Drops: *Agility Ring & Vitality Ring*

Watch the skit **A Handmaid's Pride** and then check the curtain in the back of the shrine to enter Nia Khera Hollowmont.

Nia Khera Hollowmont

Obtainable
Specific, Red Lavender, 4000 Gald, Creamy Beef Bowl (Small), Platinum Guard, Platinum Cloak, Dark Seal, Angel Wings, Everbloom x10, **Jet Black Feather x4**

Skits
Muzet Adrift, Alvin's Apology

Climb the vines straight ahead and check the right side of the wall for an **Aifread's Treasure containing Angel Wings** and then head south.

Climb up the south ledge and crawl under the tunnel wall for a **Specific** and then continue east, heading through the tunnel at the end to get **Everbloom x10** and a **Platinum Guard**. Climb up and then take a left to get **Jet Black Feather x4** and then backtrack the other direction and zone.

Head forward for an event and then watch the skit **Muzet Adrift** before you climb the vines and enter the tunnel to your right, getting a **Red Lavender**.

Head the opposite direction and climb the vines to a **Platinum Cloak** in the chest nearby and a **Creamy Beef Bowl (Small)** and **Aifread's treasure with a Dark Seal** in the tunnel.

Head south to another chest with **4000 Gald** and then save and zone.

Boss: Presa (3) & Agria (2)

The girls haven't changed much other than becoming faster and able to spam their abilities in a cheap way. Use the same signs from their previous encounters to anticipate their attacks and steer clear of Agria's AOEs.

Take out Agria first, due to her ability to summon minions and the fact that her Mystic Arte hits everyone versus Presa's single target Mystic Arte. After Argria is

dead, you should have no problem taking out Presa.

You can Item Steal a **Blue Basil** from Presa and a **Blue Chamomile** from Agria.

Drops: *Psychic Ring & Intelligence Ring*

After the event, watch the skit **Alvin's Apology** and then head through the portal.

Temporal Crossroads

Obtainable
Brute Masher, Golden Helm, Reflex

Follow the path of green orbs to the north until you **reach the blue orb** and drop down. Continue to follow the linear path until you drop down again and are forced between **a split with a red orb and green orb**. **Head near the red orb first** to light up the area and then use it again to jump up.

Continue to follow the path until your reach an area with three smaller light blue portals and check each one to stockpile your **Life Bottles, Apple Gels,** and **Orange Gels** to max and then use the nearby rift to hop down.

Boss: Maxwell

Maxwell's first form is a push over, so just damage him multiple times for scenes. As long as you have Elize in the party you won't die due to damage, even on Hard difficulty.

After the event where Jude breaks through Maxwell's barrier and Milla appears you will have to face the true Maxwell.

Boss: Maxwell (2)

Maxwell is still a push over, mostly using **Soul Absorption to steal your TP** while dealing no HP damage. This would be deadly, but due to his spamming it rather than doing any attacks it just ends up being a long fight or hitting him with your fist or sword or whatever.

Hopefully you have the skill **Limit Fever** equipped so that your skills cost 0 during Over Limit, which allows you to get a good combo of skills on him and deal a chunk of damage every once in a while despite having no TP.

When Maxwell gets low HP he will start to use Meteor Storm, which can prove deadly after a few goes if you don't get a chance to heal. Use items if needed for Hp or TP to get off some healing spells or use skills that trigger Auto Aid.

You can Item Steal an **Elemental Cape** from Maxwell, which is pretty damn good.

Drops: *Elemental Cape*

Kijara Seafalls

Obtainable
Apple Gel x3, Blue Rosemary, French Toast (Large), Paladin's Cape, Sharp Pincers x11, Giant Fish Fin x6, Jet Black Feather x5

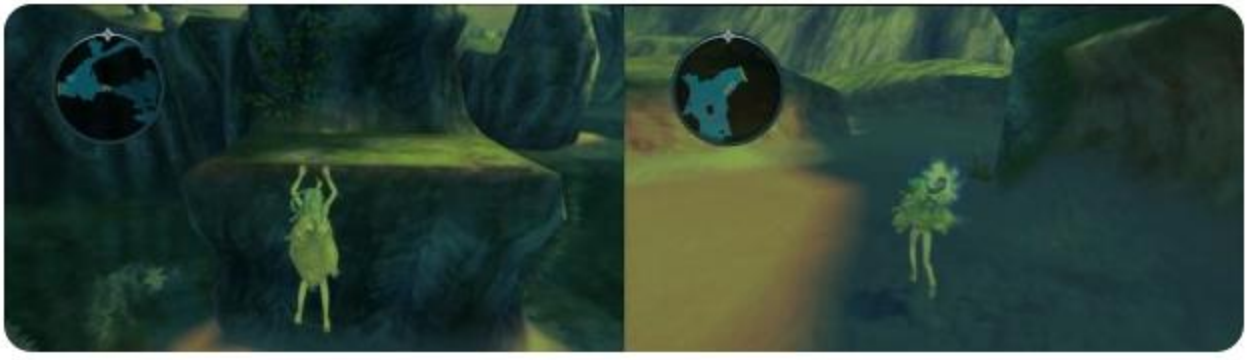
Talk to each of the spirits twice and then try and leave to the west for a scene.

Note: Note that all enemies in the spirit realm are their own Enemy Data entry, **so make sure you kill everything.**

We want to head toward Nia Khera first, so head climb the vines and zone to the West Beach. Follow the path and climb up the rocks and then hop off to the south to get a chest with **Jet Black Feather x5**.

Although you can zone west to **Nia Khera**, the path is blocked with an invisible barrier, so instead head north and east along the path to a chest with **Sharp Pincers x11**. Backtrack now and head east.

Check the hole in the north wall for a **French Toast (Large)** and then climb the ledges up. At the top; head west along a cliff walkway to a chest with **Giant Fish Fin x6** and then head east and hop down. Before zoning, head south into a small cave for **Apple Gel x3**.



Hop up the cliffs and head right along the path to a chest with a **Blue Rosemary** and then jump down and continue northeast. Grab the **Paladin's Cape** from the beach and then zone to **Galia Trail**.

Galia Trail

Obtainable
Lemon Gel x2, 4000 Gald, Fruit n' Cheese (Large), Land Crab x22

Head west along the south wall to a chest with **4000 Gald** and then head north and west to a corner with **Fruit n' Cheese (Large)**. You can now zone east after checking for random treasure.

Hug the south wall to a chest with **Land Crab x22** and then head east to the other offshoot south and check the southwest corner for **Lemon Gel x2.** Now zone into Hamil.

Hamil

Obtainable
Pineapple Gel, Apple Gel, Lemon Gel, Bizarre Clump x2, Black Egg x3

Sub-Events
In Dreams (Part 1)

Enter Elize's house for a scene and then check the basement for **Bizarre Clump x2** and then follow Efreet east for another scene and a fight. Rest at Elize's house if you need to and then head to the village.

Check the first house for **Black Egg x3** and enter the **Mayor's House** for another scene to complete the sub-event **In Dreams (Part 1)**. Check the cabinet of the bedroom for a **Pineapple Gel** and then check the other bedroom for an **Apple Gel** before you head downstairs to find a **Lemon Gel**. Now exit toward **Aladhi Trail**.

Aladhi Trail

Obtainable
Melange Gel x3, Melange Gel x3, Panacea Bottle x3, Miracle Gel, Blue Lavender, Veggie Sticks (Large), Miracle Bangle, Dingy Puffball x3, **Jet Black Feather x6**

Head south along the east wall to a chest with **Melange Gel x3** and then continue south to another chest with **Jet Black Feather x6**. Cut directly west to the opposite side of the area to spot another chest with **Melange Gel x3** and then zone south.

Hug the east wall as you head south to get a **Miracle Bangle** and then head directly west past the zone to the south and get the **Panacea Bottle x3** by a tree. Ignore the

Aladhi Seahaven zone and head northwest and check the small offshoot in the northeast for a **Miracle Gel** before you zone.

Follow the north wall west to a chest with **Blue Lavender** and then head back east and south a bit to a chest with **Dingy Puffball x3**. Continue all the way south to where we once fought the bandits and grab the **Veggie Sticks (Large)** and then backtrack and enter **Aladhi Seahaven**.

Aladhi Seahaven

Sub-Events
In Dreams (Part 2)

Head to the center of town for a scene and then go to the Inn and talk to the woman. Afterwards, sleep at the Inn for the sub-event In **Dreams (Part 2)** and then head for the Seahaven exit for a scene. You can now warp to Nia Khera.

Nia Khera

Obtainable
1000 Gald

Sub-Events
In Dreams (Part 3)

After the scene, head to the Inn for the sub-event **In Dreams (Part 3)** and then check the only other house open for **1000 Gald**. Although we are suppose to head for Milla's Shrine, let's stop in the Floodmeadow for some items and the unique **Enemy Data**.

Xagut Floodmeadow

Obtainable
Blue Jasmine, Red Verbena, Savory

Head east as you enter and grab the **Blue Jasmine** from behind the small rock and then continue northeast to a chest with **Red Verbena**. Zone north and check the north side of the area for a Savory and then head back to Nia Khera and exit to the **Spiritway**.

Nia Khera Spiritway

Obtainable
All-Divide, Lemon Gel x2, Elixir, Blue Chamomile, Fruit Salad (Large), **Jet Black Feather x7**

Follow the north wall west to an **All-Divide** and then head to the southeast corner by the cliff-side for **Lemon Gel x2**. Head west to the south offshoot and check the west wall for **Jet Black Feather x7** before heading north and zoning west.

Head southwest and climb the first ledge to get the **Fruit Salad (Large)** and then continue to the northwest corner and climb the ledge for an **Elixir**. Hop off and head north toward the zone, but instead of zoning follow the north wall east to a **Blue Chamomile**. Make sure to save and then zone west.

Millas Shrine

Obtainable
Soul's Light

Talk to Muzet for a scene to clear all about the truth.

Boss: Muzet (2) [Milla]

This is by far the stupidest and hardest battle because it's a one on one fight where one good combo from Muzet equals death for you. **This is all about patience**; using the Four to attack from a distance and only going in for a melee attack when she arches her back to use **Sharpened Roots** or she bitches about an apology.

The attack you want to watch out for is **Sharpened Whip**, as this combo can take you out with ease if you are not at full health. Additionally; all of her spells are not really deadly, but they can't be blocked and will leave you vulnerable to her attack combos.

Drop: *Mystic Emblem*

After the scene you will gain the **Soul's Light** and be able to proceed to the **Nia Khera Hollowmont** via the back of **Milla's Shrine**.

Nia Khera Hollowmont

Obtainable
Specific, Hourglass, Red Lavender, 4000 Gald, Creamy Beef Bowl (Small), **Jet Black Feather x5**

Climb the vines and then head south and climb a ledge to reach a small tunnel with a **Specific** inside. Continue north to another tunnel, with an **Hourglass**, and then climb the vines and look south to spot another chest with **Jet Black Feather x5**. Now return north and zone.

Head north to a set of vines that you need to climb and then turn right and enter the tunnel for a **Red Lavender**. Head south and climb another set of vines and enter the tunnel directly across the way for a **Creamy Beef Bowl (Small)** and then exit and grab the **4000 Gald**.

Warning! Make sure to save, as this is the last time you will be in the Spirit Realm and if you miss anything you are screwed, and then zone south and approach the summit.

Boss: Maxwell (2) [Milla]

Maxwell mostly uses **Soul Absorption** to steal your TP while dealing no HP damage. This would be deadly, but due to his spamming it rather than doing any attacks it just ends up being a long fight of hitting him with your fist or sword or whatever.

Hopefully you've equipped the skill **Limit Fever** so that your **skills cost 0 during Over Limit,** which allows you to get a good combo of skills on him and deal a chunk of damage every once in a while despite having no TP. If Maxwell doesn't spam Soul Absorption; don't worry--he's still a push over and not much of a threat.

Maxwell will likely shift elements a lot, so constantly check what his weakness is by holding **R1**. When he's at low HP he'll start to use **Meteor Storm**, which can prove

fatal after a few goes if you haven't a chance to heal. Use items if needed for HP or TP to get off some healing spells or use skills that trigger Auto Aid.

You can **Item Steal an Elemental Cape from Maxwell**, which is pretty damn good.

Drops: *Elemental*

Trigleph

Obtainable
Miracle Gel, Treat, 11400 Gald, Balanced Blade, Platinum Circlet, Queen Coat, Krona Symbol, Pipe, Herb x3, **Mysterious Jewel**

Skits
Reunited, Milla's Return, Cousin Balan, Alvin's Homecoming, Codename: Presa, Agria's Parting Blow

Sub-Events
The Inventor King, The Spread of Spyrix, Rumors of Elympios, A Bold New Recipe, Hunt Down The Shadow Stalkers, From the Position of Authority, The Cycle of Elympios

Watch the skit Reunited and then check the dresser for a **Miracle Gel** and then exit the room and watch Milla's Return. Talk to the man directly outside the room, who asks for a **Navi Metal** as part of the sub event **The Inventor King.** You should have one of these on you and can turn it in now for a **Krona Symbol**.

Now ride the elevator up to the **3F** and check the rooms for a **Treat** and **Herb x3**. Return to the elevator and this time head to **1F** and enter the nearby room on the left for a scene for the sub-event **The Spread of Spyrix**.

Check at the end of the hall for a **Mysterious Jewel** and then pass through the lobby to the other side to start the sub event-line **Rumors of Elympios**. Now exit through the door.

Watch the skit **Cousin Balan** and then talk to the old man in the corner, who asks for

a **Croquette Parfait (Small)** for the sub-event A Bold New Recipe. If you haven't used this you should have one that you can turn in for a **Pipe and 11400 Gald**. With nothing else to do, exit to the Commercial District for a scene.

Watch the skit **Alvin's Homecoming** and then head to the Trigleph Port, which is oddly designed exactly like the ones in Reize Maxia due to modeular design on the 3D artists part, and talk to the Vigilante by the entrance to accept the sub-event **Hunt Down The Shadow Stalkers**.

Continue west and talk to either the Merchant or Worker to watch the sub-event **From the Position of Authority** and then head back to the Rodo Apartments.

After the scene, watch the skit **Codename: Presa** and then head up to **2F** to Balan's place for a scene. Afterwards; watch the skit **Agria's Parting Blow** and then exit the apartment building and head toward the port in the Commercial District for another scene.

Afterwards; watch the skits **Alien Encounters** and **A Long Way Home** and then head to the center of the Commercial District to watch the sub-event **The Cycle of Elympios**.

Torbalan Highroad

Obtainable
Specific Plus, Hourglass, Red Rosemary, Pineapple Gel, 11400 Gald, 5000 Gald, Fruit Yakisoba (Small), Monocle, Hunter's Monocle, Monocle, Mystery Mask, Fine Wood x8, Black Egg x9, **Jet Black Feather x6**, **Mysterious Jewel** (Fight)

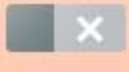
Skits
Aifread's Legacy

Head west to a chest with a **Specific Plus** and then check the tree a little east for a **Aifread's Treasure containing a Monocle**.

Note: Around this time (or slightly earlier), you should also get the **Aifread's Legacy** skit and the trophy for finding 50 of his 61 treasures.

Pirate King
Discover a target number of Aifread's treasures. Awarded to Xillia's most adventurous outlaws.

COLLECTED?



Head to the southeast corner of the map now and enter the tunnel to reach **Fine Wood x8** and then defeat the Shadow Stalkers. You can now head to the next area through the north zone.

Note: If you return to **Trigleph** and turn this in at the port you will get a **Mystery Mask** and **11400 Gald.**

Head along the east wall and in the southeast corner enter the tunnel to find **Black**

Egg x9. Continue east to the northeast corner and enter the tunnel there for an **Hourglass** before you continue along the east wall to a **Fruit Yakisoba (Small)**.

Now head west from the chest to a tunnel on the opposite wall with a **Red Rosemary** and zone to the next area.

Head west to a **Pineapple Gel** and then follow the west wall to a tunnel with **5000 Gald**. Now head northeast and follow the north wall west to a tunnel with **Jet Black Feather x6**, an **Aifread's Treasure containing a Hunter's Monocle** in the tree outside, and a chest to the west of that with a **Monocle**.

You can now head for Helioborg Fortress.

Helioborg Fortress

Obtainable
Pineapple Gel, Miracle Gel, Heavy Treat, Specific Plus, Syrup Bottle, Life Bottle, Red Chamomile, Elixir, 5000 Gald, 7000 Gald, Croquette Bun (Medium), Hero's Hat, Resistance Symbol, Harold Mask, Giant Fish Fin x3, Giant Fish Fin x2, Black Pearl x6, Griffon Claw x7, Strange Core, **Spyrix Casting**, **Skill Tome: "Widened Limits"**, **Jet Black Feather x7**, **Mysterious Jewel**

Skits
Teaching by Bad Example

After the scene you will gain the **Spyrix Casting** and can now enter the facility. Open the chest with **5000 Gald** and then enter the first door on the left for a **Pineapple Gel** and **Giant Fish Fin x3**. Continue down the hall and exit through the door for a scene.

Afterwards, head south and open the chest for a Hero's Hat and then exit to the north. Grab the chest with the **Miracle Gel** and then continue north through another door. Instead of heading toward the door with the save, which leads to the **Rusalle Highroad**, head west and check the dead end for a **Heavy Treat**.

Head back to the room with the save and go south and then west to a new area and check the northern dead end for an **Aifread's Treasure containing the Harold Mask**. Ignore the door to here and head south to another area that has a **Resistance Symbol**. You can now head back and enter the **Military Research Wing**.

Head all the way to the dead end for a **Specific Plus** and then backtrack and take the first door on the left. You can move the box here to reach the chest, which contains **7000 Gald**, and then exit and enter the second door, selecting **10F**.

Enter the eastern door and check the area for **Giant Fish Fin x2** and a **Croquette Bun (Medium)** and then exit and check the dead end for an **Aifread's Treasure containing the Skill Tome: "Widened Limits"**.

Now head west for a scene and then open the chest nearby for a **Syrup Bottle** before you exit the room for another scene.

Head west and go up the stairs to the next level and open the chest for a **Life Bottle**. Continue around the corner and enter the only powered doorway and move the box out of the way to reveal a passage to a **Red Chamomile**. Exit and head up the stairs to the next floor and enter the room across from the elevator.

Inside, grab the **Elixir** and **Black Pearl x6** and then ascend to the next floor. Ignore all the doors on this floor for a bit and head toward the stairs, getting the **Jet Black Feather x7**, and then take the stairs up.

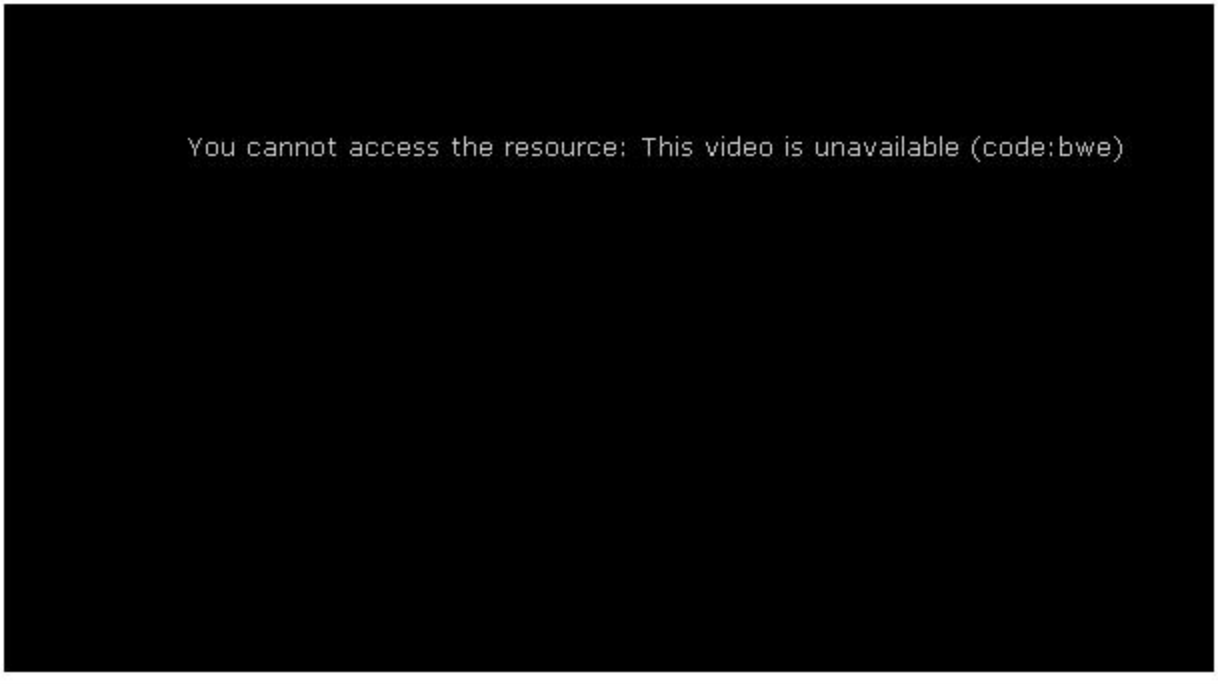
Enter the only door here and use the lower moveable box to first pull out the other moveable box on the second level and then push it to either side so you can access the **Mysterious Jewel** behind it.

Return downstairs and enter the door across from the elevator and check the area for **Griffon Claw x7** and a **Strange Core.** Now save your game and enter the only new door available for a scene.

Boss: Volt

Volt is a real push over even on Hard. His most dangerous attack is his AOE Lightning attack, but this doesn't do enough damage to cause any serious injuries. Rowen is a great ally in this battle, especially if you turn off most of his Wind and

Water abilities to allow his TP to be used on Earth spells, which Volt is weak to.



Boss: Volt

After the event, watch the skit **Teaching by Bad Example** and then head north and east to reach **Rusalle Highroad.**

Rusalle Highroad

Obtainable
Red Saffron, Treat, Heavy Treat, Miracle Gel, Lemon Gel x3, Specific Plus, 6000 Gald, Pot au Feu (Large), Guardian Symbol, Rare Boots, Collar, Meadow Crystal x6, Migrant Plume x7, **Jet Black Feather x4**, **Mysterious Jewel** (Fight)

Skits
Browner Pastures, Difficult Questionnaire, Buying Time

Watch the skit **Browner Pastures** and **Difficult Questionnaire** and then head north to a set of trees with a **Red Saffron** in the chest nearby. Directly east is a tunnel with a **Treat** inside and then continue north along the east wall to a circle of trees with a **Heavy Treat**.

Directly west is a tunnel with a **Miracle Gel** that you should get and then zone to the north. Follow the east wall north to a tunnel with **Lemon Gel x3** and then check on the north side of the tunnels wall for an **Aifread's Treasure containing a Collar**.

Just west of this is a boulder with a **Guardian Symbol** at its base that you should get as you cut west to get the **Pot au Feu (Large)** from the other side of the area. Just south of this is a tunnel with a **Specific Plus** that you should get and then zone north.

Follow the wall west toward **Tatalian Abyss** to get **Meadow Crystal x6** and then continue west. You will likely see the special monster, **Graddic Claw**, here and can fight it if you wish for the **Mysterious Jewel it drops.**

Ignore the west zone and head east along the north wall and check the first tree for an **Aifread's Treasure containing Rare Boots.**

Continue east, getting the **6000 Gald** from a chest, **Migrant Plume x7** from a tunnel, and then **Jet Black Feather x4** from another chest. After that check for random treasure and exit to the east.

Head toward the portal on **Dimensional Beach** for a scene and then watch the skit **Buying Time**. Return to the previous area and **exit to Tatalian Abyss** through the west side.

Tatalian Abyss

Obtainable
Red Sage, Omega Elixir, 10000 Gald, Blue Sephira, Superhero Belt, Magical Ore x7, Copper Ore x20, Creepy Antenna x6, Ancient Coral x6, Sapphire Shell x5, Hair of the Sacred Beast x5, Strange Core x2, Dragon Ash x3, **Mysterious Jewel**, **Jet Black Feather x10**

Sub-Event
The Gathering Miasma

Head forward until a split and take the west path to a dead end with **Magical Ore x7** and then backtrack and continue north for a scene that automatically triggers the sub-event **The Gathering Miasma**.

Head west and open the chest with **Copper Ore x20** and then continue and jump down to open another chest with **Creepy Antenna x6.**

When you approach the white orb a scene will occur to learn about the seals and how to break them. You will automatically be placed at the top of the ladder, so just jump down to open the door and proceed.

After **breaking the wind seal** straight ahead, head north and get the chest with

Ancient Coral x6 on the ledge in front of you. Head west to a dead end with **Sapphire Shell x5** and then backtrack to check the other side for random treasures. Once clear, return to the gate and head south to another split.

To the right is a dead end with only random treasure, so head northeast and check behind the three boxes on the right for an **Aifread's Treasure containing the Superhero Belt**. Continue west and climb the ladder, getting the **Hair of the Sacred Beast x5**, and the jump down and break the seal to open the gate and continue.

At the split, take a left to go north and hug the left wall to find a set of steps that can be climbed to reach a **Red Sage**. Hop down and head east into the next room and then south and east again to find and **break the wind seal.**

Backtrack and climb the southern ledge and then turn around and climb the ledge to the north to reach a chest with **Strange Core x2** and then hop down and return to where you got the **Red Sage** to **break the earth seal**. Take either path and zone to the next area.

Take a left as you enter and at the first split take a right and hug the left wall to come across an **Aifread's Treasure containing a Mysterious Jewel** that you should get before crawling under the beams to reach the **10000 Gald and wind seal.**

Backtrack to the entrance and go south this time and follow the path to the northeast corner to find a chest with **Jet Black Feather x10**.

Continue along the path to find the earth seal and climb the ledge to a chest with **Dragon Ash x3** and then jump down and break the seal. Backtrack again to the north, hugging the right wall, and climb up to a chest with a **Blue Sephira** and then zone to the next area.

Open the chest nearby for an **Omega Elixir** and then save. Continue along the path to find one of the **Devil's Beast** and defeat it.

Devils Beast: Dranzort

This guys is **weak to wind**, so artes like **Whirlwind Snap** that can be spammed are great. When you run out of TP, just die and get revived to allow the **TP Surge** skill to heal you to full and repeat.

Other skills that knock this guy over like **Beast** and **Aqua Sweep** are great to keep the guy down as much as possible and limit the amount of damage he can deal out.

Note that the **tail whip** is the deadliest skill, as it has an **extremely wide range** and can take out healers, specifically Elize, **in one hit**.

Note: If you are having issues with this, it is only an optional area and you can come back later when you feel stronger.

Trigleph

Skits
Musing About Muzet

Sub-Events
The Otherworld Reactor Plan, The Devil Beast Attacks

Return to the **Rodo Apartments** and talk to the man in room **303 on 3F** to see the sub-event **The Otherworld Reactor Plan** and then head to the **2F** and **talk to Balan** to rest for a long scene.

Watch the skit **Musing About Muzet** and then return to the **Rodo Apartments** and head to the group of gossiping women to learn more about Alvin and his family and complete the event line.

If you return to where you fought Volt in Helioborg you can get the sub-event **The Devil Beast Attacks**, which requires you to fight another Devil's Beast.

Devils Beast: Melanbron

Similar to the previous boss fight as far as strategy goes, keep him knocked out with **Aqua Sweep**, which he is also weak to. **Using Rowen and his water artes** (or Alvin and his Aqua Sweep-linked Chain) is a good idea for this battle as well.

This is probably one of the **easiest** Devil's Beasts, but just make sure to guard or run when he goes underground.

Rosalle Highroad

Warp to the Dimensional Beach and approach the portal for a scene. Afterwards, approach again and enter the crossroads.

Temporal Crossroads

Obtainable
Omega Elixir, All-Divide, Faerie Ring

Skits
(Just Go Home Already), (The Vacant Throne), (Revisiting Nia Khera), (Let's Talk to Balan), (A Land Rife With Memories), (Worried About Driselle)

Open the chest nearby for an **Omega Elixir** and then watch the skits **(Just Go Home Already), (The Vacant Throne), (Revisiting Nia Khera), (Let's Talk to Balan), (A Land Rife With Memories),** and **(Worried About Driselle).**

Before doing any sub-events, **head east and then north** and open the chest for a **Faerie Ring** and then continue north for another chest with an **All-Divide**.

You can zone through the portal here to Reize Maxia and **Elympios** will be added as a **warp destination** on the fast travel map.

Note: At this point in time, it might be a good idea to wrap up all the remaining loose ends before you head for the final bout. If you want to continue the story, skip ahead to **The Means to an End [Part 2]**; otherwise head on over to the next pages where we'll cover the last bunch of sub-events.

Obtainable
Light-leaf Clover

Skits
(That's a Big House), (Finding the Light-Leaf Clover), (And Back to Balan Once More)

Sub-Events
Balan's Bet, The Origin of Spyrite

Head through the **Temporal Rift** to Elympios and warp to Trigleph to access the skit **(That's a Big House).**

Head to the Rodo Apartments and **talk to Balan** to start the sub-event **Balan's Bet**. You should now get the skit **(Finding the Loght-Leaf Clover)**, but before heading off to **Rusalle Highroad** head to the **3F** for a scene that finishes the **Sisterhood** sub-event line.

Now warp to Rusalle Highroad and check the glowing flowers in the middle of the road for a fight.

Once defeated you will get the **Light-leaf Clover** and the skit **(And Back to Balan Once More).** Return to Balan to complete the event line.

Warp to the **Helioborg Fortress** on the Torbalan Highroad side and enter the Fortress for a scene to complete the sub-event **The Origin of Spyrite.**

Obtainable
Princess Premiere, Princessia, **Gun Belt**

Skits
(To the Talim Medical School) (Milla), Tales of School - Part II (Milla), (Hard News for Prinn), (Revisiting Nia Khera), (The Naturalist in Sharilton), (Left It at the Clinic), (To the Old Vicalle Mine), (A Lonely Homecoming), (In Pursuit of Isla), (To Labari Hollow), (Elize's House in the Highlands), (A Dialogue Between Worlds), (Let's Go Visit Driselle)

Sub-Events
Sustaining Anxiety (Milla), Muzet Attacks, Take Over Fort Gandala, (To the Felgana Mine), The Aspyrixis, What Lies in Memory, "Gauis, the King", Love-Fevered Visions

Start by warping to **Fennmont** and watching the skits **(To the Talim Medical School) (Milla)**, **Tales of School - Part II (Milla)**, and **(Hard News for Prinn)** and then go chat with Prinn in the examination room to finish the Leia's Failure sub event line.

If you are playing as Milla; head back out into the lobby and talk to Eldin for the next step in the sub-event **Those Who Act in Shadows** and then watch the skit **(Revisiting Nia Khera)**.

Now head to the Inn at the Central Plaza and rest to start start the sub event **Sustaining Anxiety** for Milla or completing it. If you are playing as Milla, just sleep twice to complete the event.

In Nia Khera, talk to the woman by the shopkeeper for the sub-event **Muzet Attacks**. Head to the Inn and talk to the Elder to complete the sub-event **Those Who Act in Shadows**.

In Sharilton, watch the skit (**The Naturalist in Sharilton**) and then talk to the Pro Pinkists to turn in the Pink Emerald and finish the **Pretty in Pink** event line and obtain the (very powerful) **Princess Premiere**.

Head to the Central Plaza and talk to the Naturalist to complete the sub-event line The **Shape of Our World**. Now head to the Lord's Manor for a scene with **Driselle** to start the sub-event **Take Over Fort Gandala**.

Note: See the next section (Retaking Fort Gandala) for how to complete this.

In Leronde, head to the Inn and check out the **Mabo Curry** by the Food Vendor and then watch the skit (**Let's Give it a Taste**). Return inside and check the **Chicken Leronde** to complete the **Memories of Leronde** sub-event line. Now approach the clinic for a scene and then watch the skit (**To the Felgana Mine).**

Warp to the **Felgana Mine** mines and head to the area just before the boss room. To the west of the save point you should find a group of people lying down and can approach them for a scene to obatin the **Spirit Symbol**.

Watch the skit (**Left It at the Clinic**) and then approach **Derrick's office** for a scene to start the sub-event **The Aspyrixis** and then watch the skit (**To the Old Vicalle Mine**).

Note: See the following section (The Old Vicalle Mine) for how to complete this.

In **Xian Du**, watch the skit (**A Lonely Homecoming**) and then head toward Alvin's mother's house for a scene. Watch the skit (**In Pursuit of Isla**) and then head to the **Labari Hollow**. Head to the middle of the first bridge to catch up with Isla and complete the **Mother and Child** event line and gain the **Gun Belt**.

Now watch the skit (**To Labari Hollow**) and then warp to Labari Hollow for a scene to start the **What Lies in Memory** sub-event. Now head to **Mon Highlands**, where you will likely get the skit (**The Amazing and Cumbersome Human Body**), and head to the North Branch via the Silent Cave to obatin a **Princessia**.

In **Kanbalar;** head toward the castle for a scene to complete the sub-event **Gauis, the King.**

If you have defeated all **6 Devil's Beasts**, head to Sapstrath Seahaven and talk to the old man who originally told you about them to gain access to the **Post Game dungeon Magnus Zero.** The locations of the Devil's Beast is as follows:

- *Bermia Gorge - Northwest Region*
- *Old Vicalle Mine - South Region*
- *Xagut Floodmeadow - Southeast Region*
- *Xailen Woods*
- *Tatalian Abyss - complete the dungeon*

In Lakutam Seahaven, head near the benches by the ocean to complete the event line **The Edge of the World.**

At **Fezebel Marsh**, watch the scene to start the sub-event **Love-Fevered Visions**. Warp to Trigleph and watch the skit (**A Dialogue Between Worlds**) and then talk to the women in the middle of the Commerical District for a scene.

Watch the skit (**Let's Go Visit Driselle**) and warp to Sharilton, where you can enter the mansion to complete the event line.

Fort Gandala

Obtainable
Golem Inhibitor, Skill Tome: "Spirit Negation"

Skits
(Let's Get a Booster from the Fort), (The Great Golem Reckoning), (Sharing the Good News)

Warp to **Fort Gandala's Talys Highroad side** and then watch the skit **(Let's Get a Booster from the Fort).** Enter the fort and take the north door and then enter the first door on the first level to get the **Golem Inhibitor** and the skit **(The Great Golem Reckoning).** Now return to the entrance to fight the golems.

Boss: Gandala Defense Golems

Only two golems at a time will be in the battle, with the third replacing the first to die and the fourth replacing the second to die. Although they are powerful, they are only deadly when they both attack a single target and **cause stunning** to lead to death.

The good news is that **they are slow**, so if you are low health just run around and wait for **Elize's Nurse ability** to heal you. Knock the one you are fighting over to reduce the attacks you sustain and you should end this fight in no time. If you are dying in one hit you should probably lower the difficulty.

Note: Each Golem is weak and strong against a specific element (usually water and fire). Be sure to check each one out and equip your weapons and linked-partners accordingly.

Drops: *Red Cape & Blue Cape*

After clearing Fort Gandala watch the skit (**Sharing the Good News**) and you can search the non-hostile fort for any areas you couldn't access before.

Judes Path

Obtainable
Apple Gel x2, Orange Gel x2, Lemon Gel x2, Holy Bottle x2, 2500 Gald, 5000 Gald, Sandwich (Medium), Cat Hairband, Long Coat, Fine Boots, Gold Dust x10, Pure White Puffball x5, **Jet Black Feather x5**

Enter the northern section and take the elevator to the **2F** and take the far right or left door to the southern section to find a **Sandwich (Medium)**.

Enter the eastern door and use the lift to get the moveable box and then return to the **2F** to reach the **Gold Dust x10**. Crawl through the vent and then take the lift up and hop over the boxes to find a crawl space that leads to **2500 Gald** and a **Cat Hairband**.

Now grab the moveable box and return down the lift and use the box to reach the

Melange Gel x2. Now head back to the half circle room and enter the west door to the jail cells and check the toilet of the left cell for **Orange Gel x2**.

Return to the half circle room and take the elevator to B1. Get the chest with **Jet Black Feather x5** and then enter the east door. Hop up on the boxes and push the moveable crate off and over to the lift and head up.

Use the box to get up to the other moveable box and a chest with **Pure White Puffball x5** and then push the other moveable box off.

Now move one of the boxes up to the hole in the floor, and up against the other set of boxes to reach the **Fine Boots**, and push it off the ledge.

Move the other box to the same location and push it off as well so that they are stacked in the room below and then jump down. You should now be able to use the top box to reach the **5000 Gald** and **Long Coat** in this room.

Return to the half circle room and take the elevator to **1F** now and open the chest to the east for **Lemon Gel x2**.

Return to the half circle room and take the elevator to the **3F** now and open the chest on the other side of the catwalk for **Holy Bottle x2**. Now, enter the west room and move the box out of the way to crawl to **Gold Dust x10**.

Millas Path

Obtainable
Melange Gel x2, Holy Bottle x2, All-Divide, Life Bottle x2, Blue Chamomile, 4000 Gald, 2500 Gald, 1500 Gald, 5000 Gald, French Toast (Small), Silver Helm, Splint Mail, Fine Boots, **Jet Black Feather x5**, **Pure White Puffball x5**

From the Talys Highroad side, grab the **Melange Gel x2** and then head toward the west gate. There are two golem statues, each on one side of the archway to the west gate.

Stop by the left golem and look up in the corner to spot an **Aifread's Treasure with 4000 Gald** and then open the chest by the west gate for **Holy Bottle x2**. Take the

north elevator up and cross to the outer walkway and head left to reach a chest with **French Toast (Small)** inside before you ride down to **B1**.

To the east is a chest with **Jet Black Feather x5** and to the west is a warehouse room with an **All-Divide** and **2500 Gald** in a chest above that you can access via the elevator in this room. Return to the elevator and head to **3F**.

Head right along the walkway to **Life Bottle x2** and then west and cross to the outer walkway to open the chest with a **Silver Helm**.

Use the west side door, which has a box you can push to climb the crates and drop into the room below, and then take the lift to get a movable box that you can use to get the two chests in the room below, which contain **1500 Gald** and **Pure White Puffball x5**.

The vent here leads to a new area with a lot of boxes and a lift, which you should take now. Get the movable box here and take it downstairs and use it to push the other movable box off the ledge and then use that box to reach the chest with the **Fine Boots**.

Use the same box now to reach the north corner of the room, where a vent will take you to another room with movable boxes and a door. Use the box nearest the door and push it off the ledge, using it to then push the other box down, which will allow you to reach the **Splint Mail** in the chest above.

Use the outer box now to jump over the crates in the southeast corner and then move the box here to reach **5000 Gald**. The door here leads to the 2nd floor, which has a **Blue Chamomile** in the west corner.

Note: Once you have cleaned out the fort, **return to Driselle** in Sharilton for the **Skill Tome: "Spirit Negation".**

The Old Vicalle Mine

Obtainable
Specific Plus, Red Jasmine, Spirit Symbol, Rage Glasses, Jet Black Feather x10, Dragon Ash x3, Echore, **Mysterious Jewel**, **Skill Tome: "Pinprick"**

Warp to **Old Vicalle Mine** or enter from the NE section of **Voltea Woods** and then head east to a chest with **Jet Black Feather x10**. Head west and follow the path to north, hugging the right wall to find a tunnel that leads to **Dragon Ash x3**.

At the first split, hop down to the west and check the area for an **Aifread's Treasure containing Rage Glasses**, but beware of the Devil's Beast or kill it if you haven't yet.

The dead end to the south leads to a **Specific Plus** that you should get and then head back toward the entrance and go north to the zone. Start by heading north and check the south side of the eastern path for a tunnel that leads to a **Mysterious Jewel**.

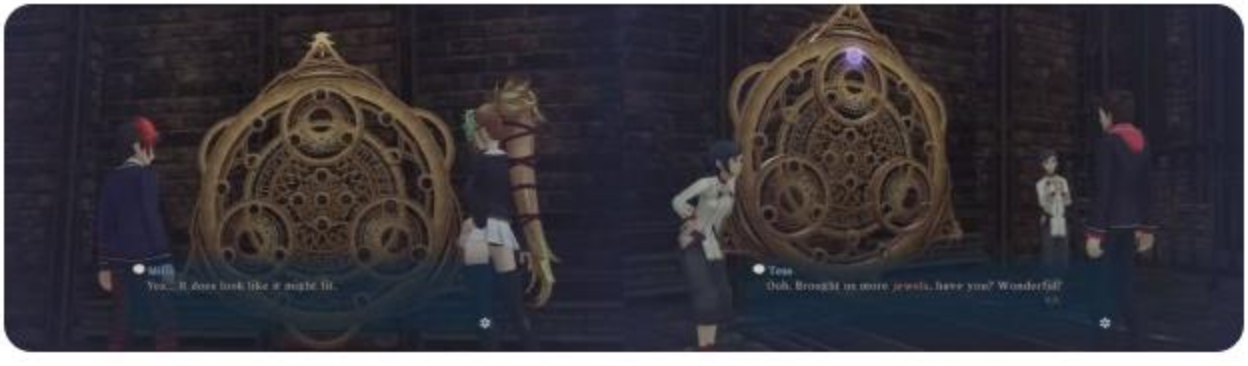
The western dead end leads to a **Red Jasmine** that you should be sure to get before you backtrack and head west. Do not approach the boy yet, as this will warp you back to Leronde, and check the right pillar in the room for an **Aifread's Treasure containing the Skill Tome: "Pinprick".**

The tunnel next to the boy leads to an **Echore**, but it may not be possible to get without triggering the event the completes this sub-event.

Xailen Woods Temple

Sub-Events
The Lost Transcendental Ring

In **Xailen Woods Temple**, head toward the altar for a scene to start the sub-event **The Lost Transcendental Ring**. This requires you have all **23 Mysterious Jewels** to complete the ring.



Once you have all 23, talk to Tess and Patel for a fight.

Boss: Crimson Servant & Azure Servant

Although they walk slow, these guys have the ability to teleport, have long range attacks, and can charge. In fact, the deadliest skill in their arsenal is their charge attack, as it can **instantly KO a character.** That being said, they **cause Terror** with their primary close range attack which can really cause issues.

Keep the one you are targeting down with skills that can be spammed to knock them over and have the rest of your artes be AOE attacks that when linked in Over Limit can do serious damage to both enemies.

Keep Elize alive to use Nurse and revive her asap if she does die, that is the key to winning this battle. **If you set her to stay away** she will do a pretty decend job of

staying in the back and casting Ressurection and Nurse.

Temporal Crossroads

Obtainable
Hourglass, Heavy Treat, Specific Plus, Panacea Bottle x3, Syrup Bottle x2, Lemon Gel x4, Pineapple Gel x2, Omega Elixir, Life Bottle x3, Croquette Bun (Large), Fruit Yakisoba (Large)

Skits
Onward to the Final Battle

WARNING!!! This is the point of no return. Before continuing, make sure to check that you have everything completed that you want until post game.

From the crossroads, where the save is located, head south and hop down.

Boss: Wingul (3)

Wingul fights smiliar to before with a few additions to his arsenal.

First up is **Rising Phoenix**, which causes him to float into the air, before swooping down through your characters, causing stun and damage. **Infernal Torrent** is a fire swipe that hits hard and can take over half of a characters health.

Additionally, he packs **Severing Wind**, which is similar to to Jude's Cyclone Surge and can hit multiple targets packed around him. Also watch out for **Arrivederci**, a AOE wind spell that causes Paralysis

His Mystic Arte is **Lightning Nova**, a single target attack that does a good amount of damage, so make sure to **keep your fighters over 75% health if possible**.

The biggest issue is when he chains his attacks together in quick succession, which he is easily capable of doing. Knock this guy over to prevent long combos and give

Elize time to heal.

Note: If you Item Steal, you will get the *Rending Fist* weapon.

After the dust has settled, start by opening the chest by the green orb for a **Croquette Bun (Large)** and then cross and open the chest straight ahead for an **Hourglass**.

Cross the next green path to **Heavy Treat** and then cross again and grab the **Specific Plus** before you jump in the blue field. Follow the linear path to a **Fruit Yakisoba (Large)** and then jump into the blue field for a scene and fight.

After the fight, watch the skit **Onward to the Final Battle** and then cross the green bridge and use the **red orb**. Grab the **Panacea Bottle x3** and jump down via the blue field and make a **Quick Save** for yourself if you want to skip all of what you just did if you fail the next fight. **Use the red orb to proceed to Gaius**.

Gaius (2)

You do not have the luxury of having a healer, so this fight comes down to your ability to **dodge Gaius' attacks**.

When he goes into Over Limit watch out for his Mystic Arte **Absolute Domination**. In fact it is best to just stay away from him until it wears off. Don't be afraid to back off and use Healer, linking it with Milla to get the additional healing when you are extremely low.

As with other bosses; **knocking them down** to allow you to get in free hits where they can't hit back will likely save your life. **Finally, don't save your items since they can all be bought again in NG+.**

Open the chest with **Syrup Bottle x2** and then take the long plunge down. Jump down twice more and then use a red orb to go back up.

Open the chest with **Lemon Gel x4** and **Pineapple Gel x2** and then continue down. Grab the **Omega Elixir** and head all the way south to **Life Bottle x3** before you approach the downward flow to the final area and final fight.

Boss: Gaius (3) & Muzet (2)

Start by dodging around until your party slowly arrives or the party members you wish to use are there. This will keep you from messing up and getting KO'd before the battle even begins. The two fighters are similar to how they have fought when solo, but now you have to deal with them at the same time.

Muzet is the healer and she not only casts Revive on herself, **meaning you have to kill her twice**, but she has the ability to **Resurrect Gaius**.

For this reason; she should be you first target. When she is low on HP, swarm and spam her with everything you got so she doesn't get away and heal. After she is dead, twice; turn your attention to Gaius and fight him the same way you did previously.

Note that at level 70 with the **Devil's Beast** weapons you should have no problem beating this fight on Hard difficulty.

Congratulations! - You've finished the game! Well Done!

He Who Acts With Conviction

Complete Jude's story. Congratulations on completing Tales of Xillia!

COLLECTED?

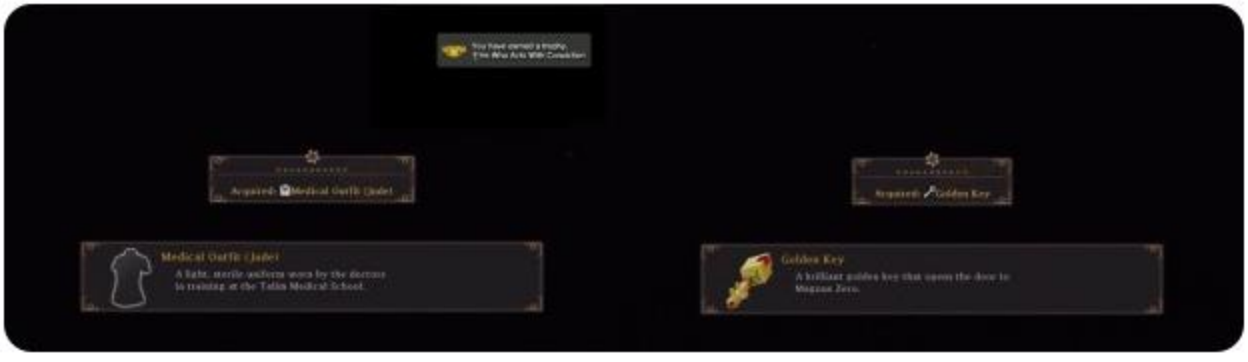
She Who Upholds Her Conviction

Complete Milla's story. Congratulations on completing Tales of Xillia!

COLLECTED?

LOOKING AHEAD

You can now save a **clear data** file that can be loaded to continue from **just before the final dungeon** to allow you to access anything you might have missed and all Post Game content.



Depending on who you beat the game with you will obtain:

- Medical Outfit (Jude)
- Spirit Garb (Milla)
- Spirit Hairstyle (Milla)
- Arte Tome: "Tremorous Fist"
- Arte Tome: "Spirit Surge"
- Golden Key

ADDITIONAL CONTENT & EXTRAS

EXCLUSIVE MAPS

THE WORLD OF RIEZE MAXIA

Fennmont

Arklund Quag
Orda Palace
Barnauer Highroad
Laforte Research Center

Aladhi Trail
Aladhi Seahaven

Aladhi Trail
Hamil
Aladhi Seahaven

Hamil
Galia Trail
Aladhi Trail

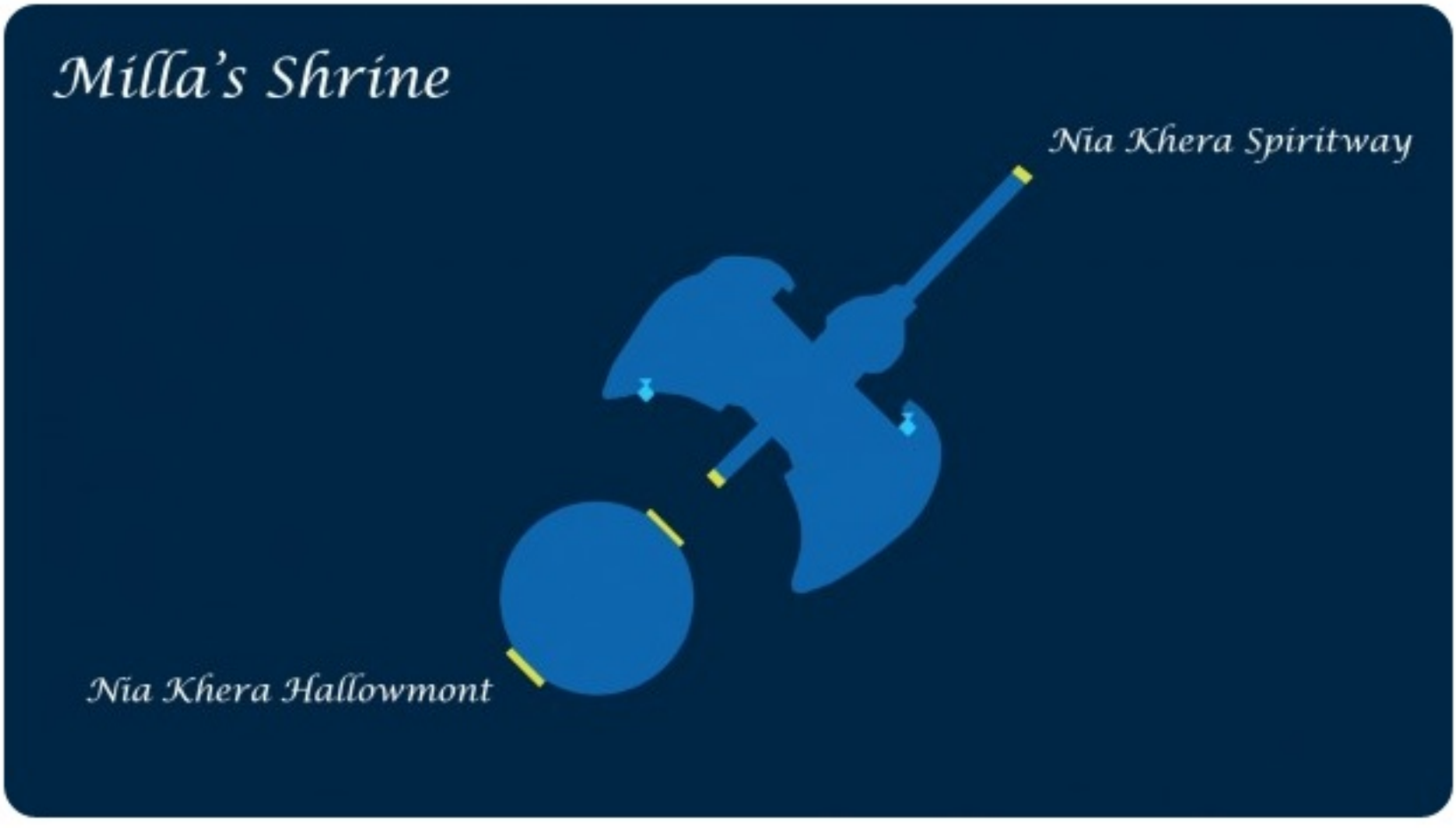
Galia Trail
Kijara
Seafalls
Hamil

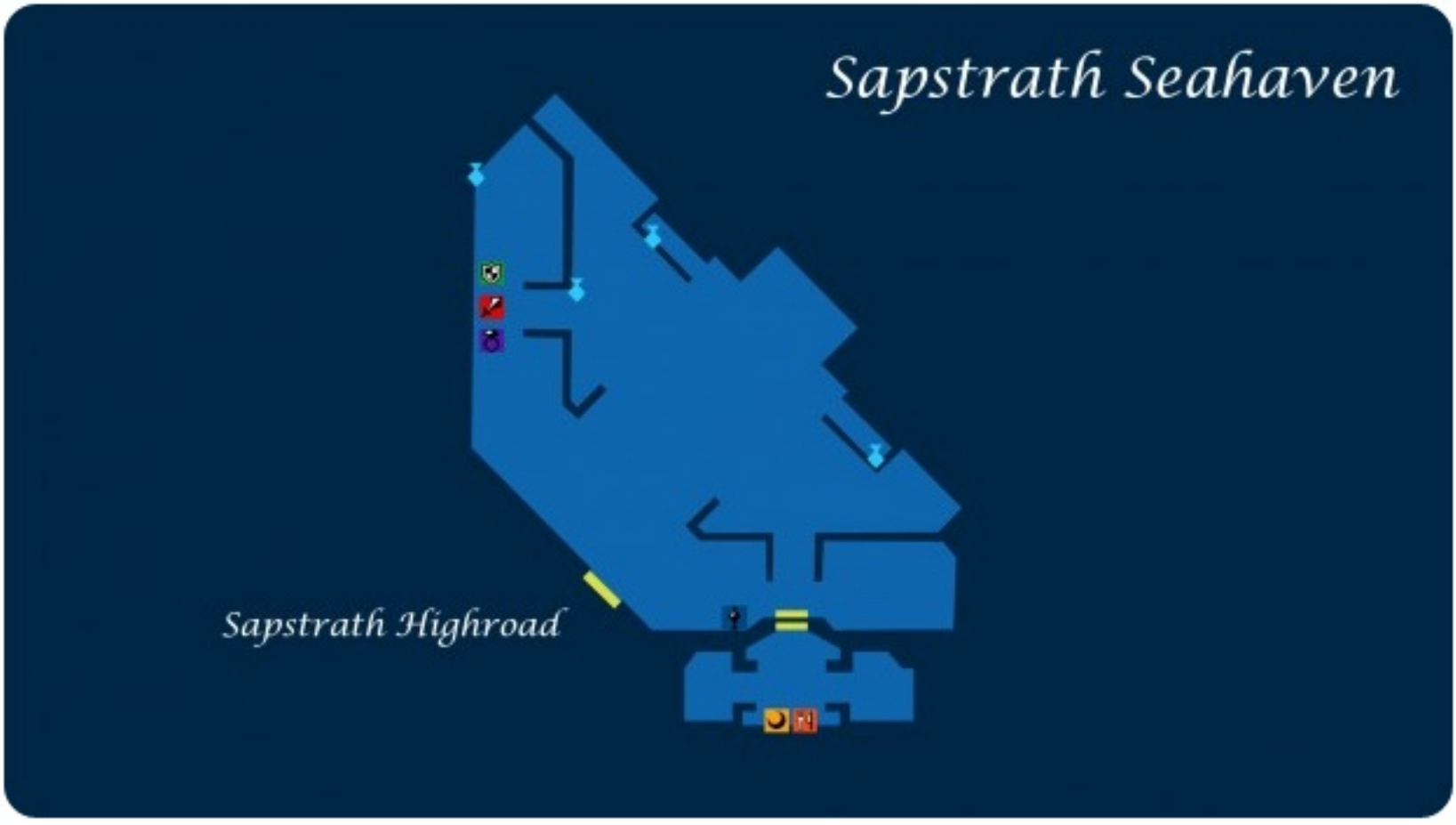
Kijara Seafalls
Galia Trail
Nia Khera

Xagut Floodmeadow
Kijara Seafalls
Nia Khera Spiritway
Nia Khera

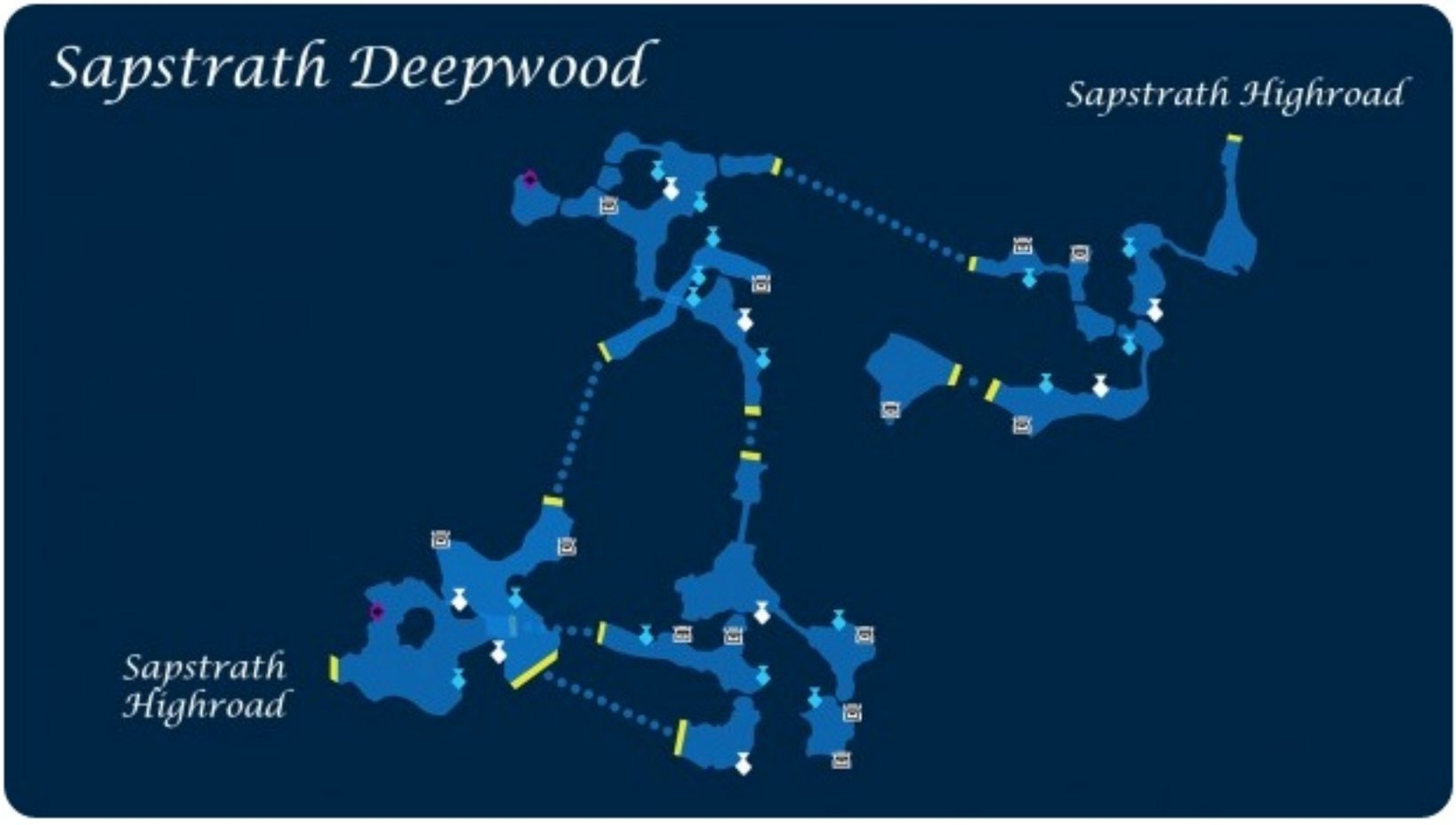
Xian Du
Nia Khera
Xagut
Floodmeadow

Nia Khera Spiritway
Nia Khera
Milla's Shrine


Milla's Shrine
Nia Khera Spiritway
Nia Khera Hallowmont

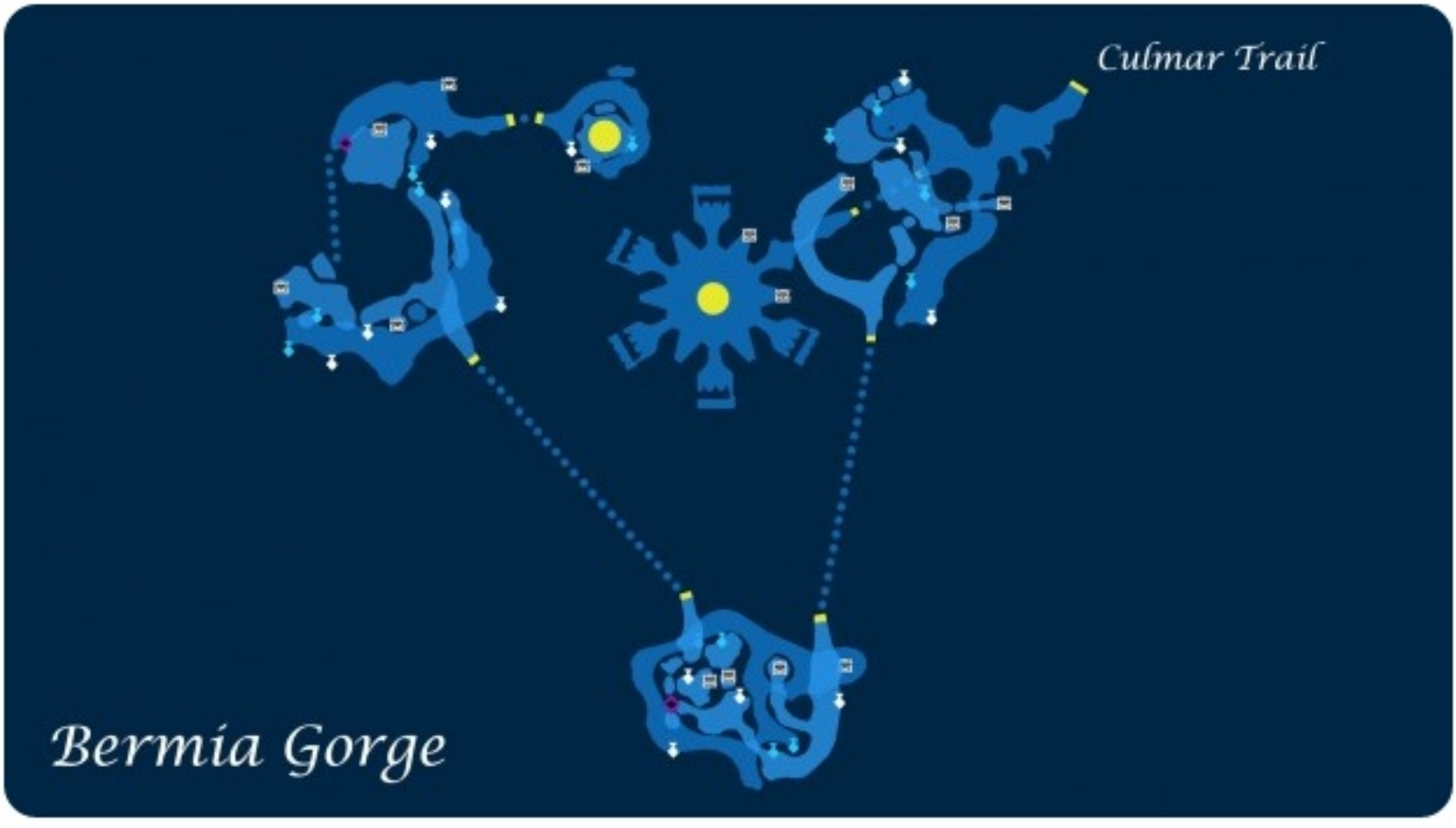

Sapstrath Seahaven
Sapstrath Highroad

Sapstrath Highroad
Sapstrath Seahaven
Sapstrath Deepwood
Sharilton
Sapstrath Deepwood

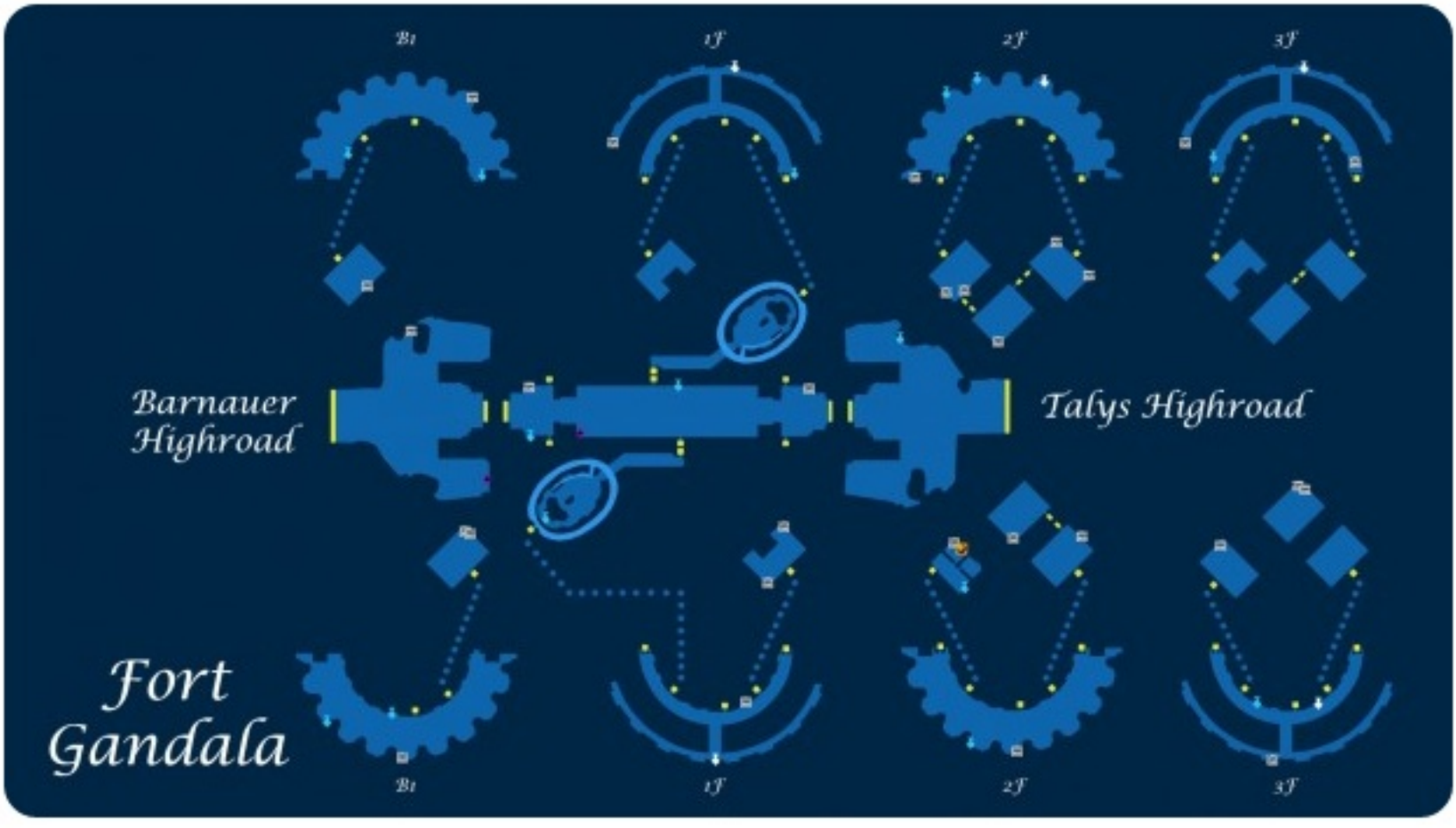

Sapstrath Deepwood
Sapstrath Highroad
Sapstrath Highroad

Sharilton

Culmar Trail
Sharilton
Bermia Gorge


Culmar Trail
Bermia Gorge

Talys Highroad
Fort Gandala
Sharilton

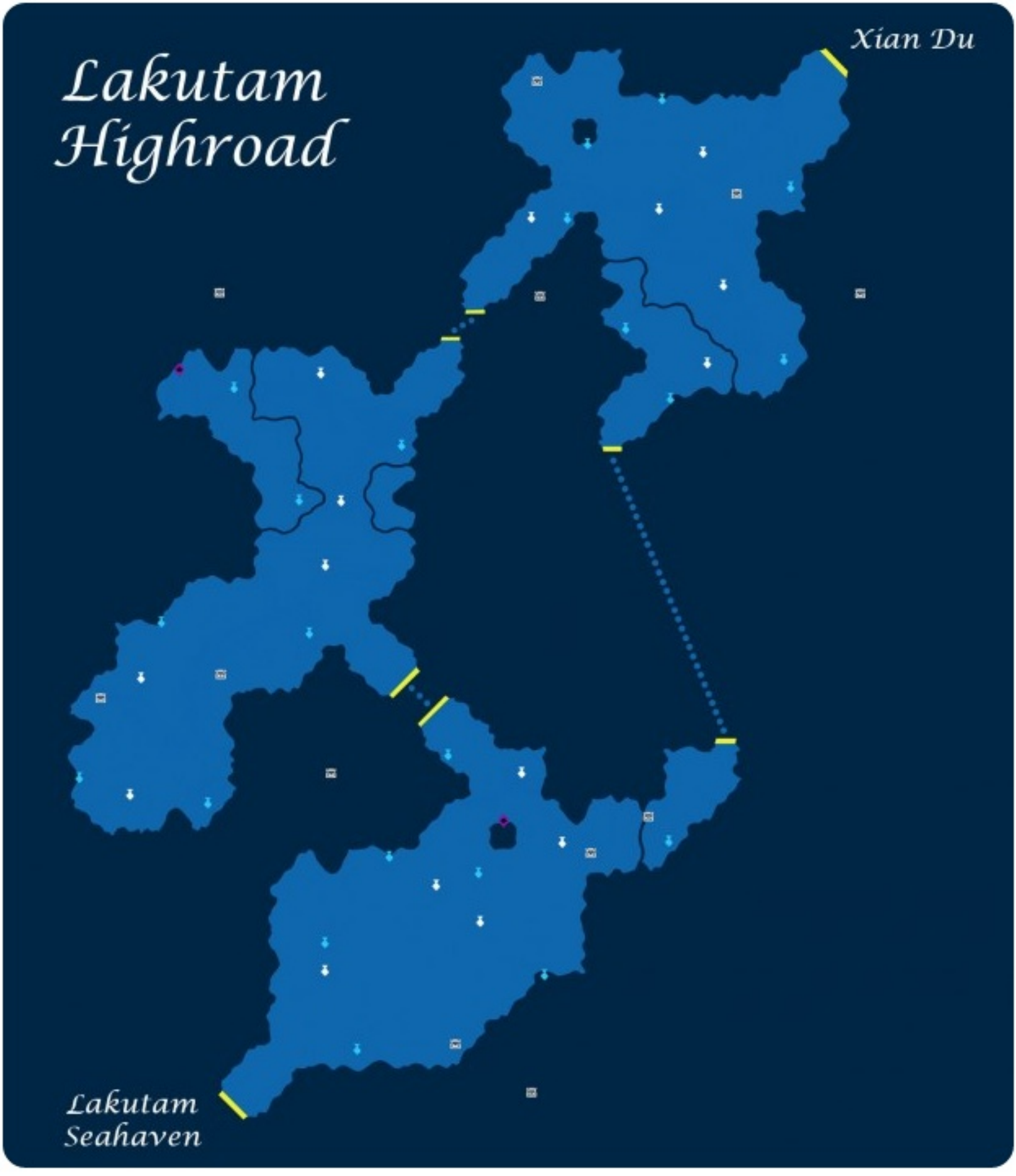

B1
1F
2F
3F
Barnauer Highroad
Talys Highroad
Fort Gandala
B1
1F
2F
3F

Voltea Woods
Leronde

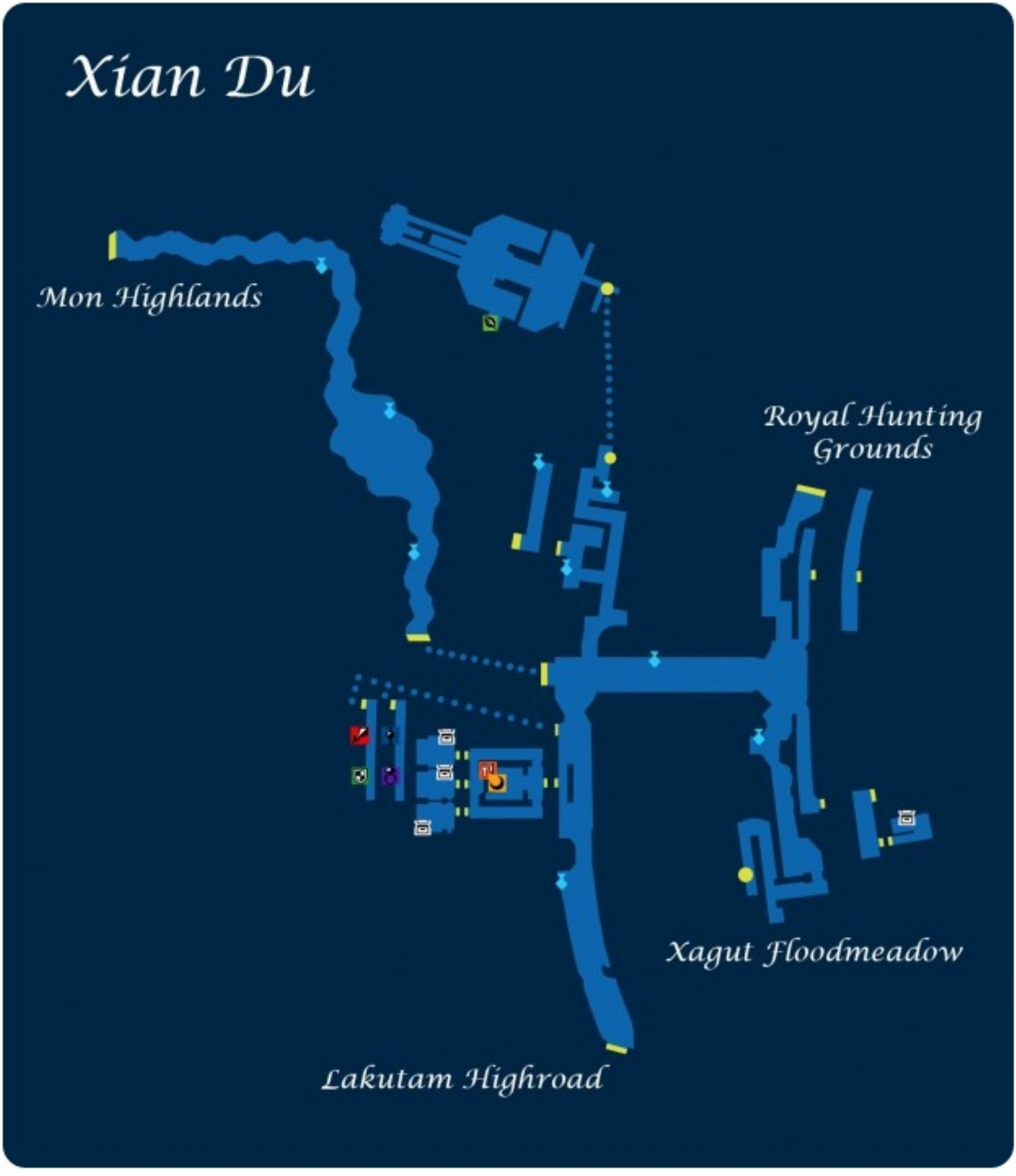
Voltea Woods
Old Vicalle Mine
Felgana Mine
Leronde

Felgana Mine
Voltea Woods

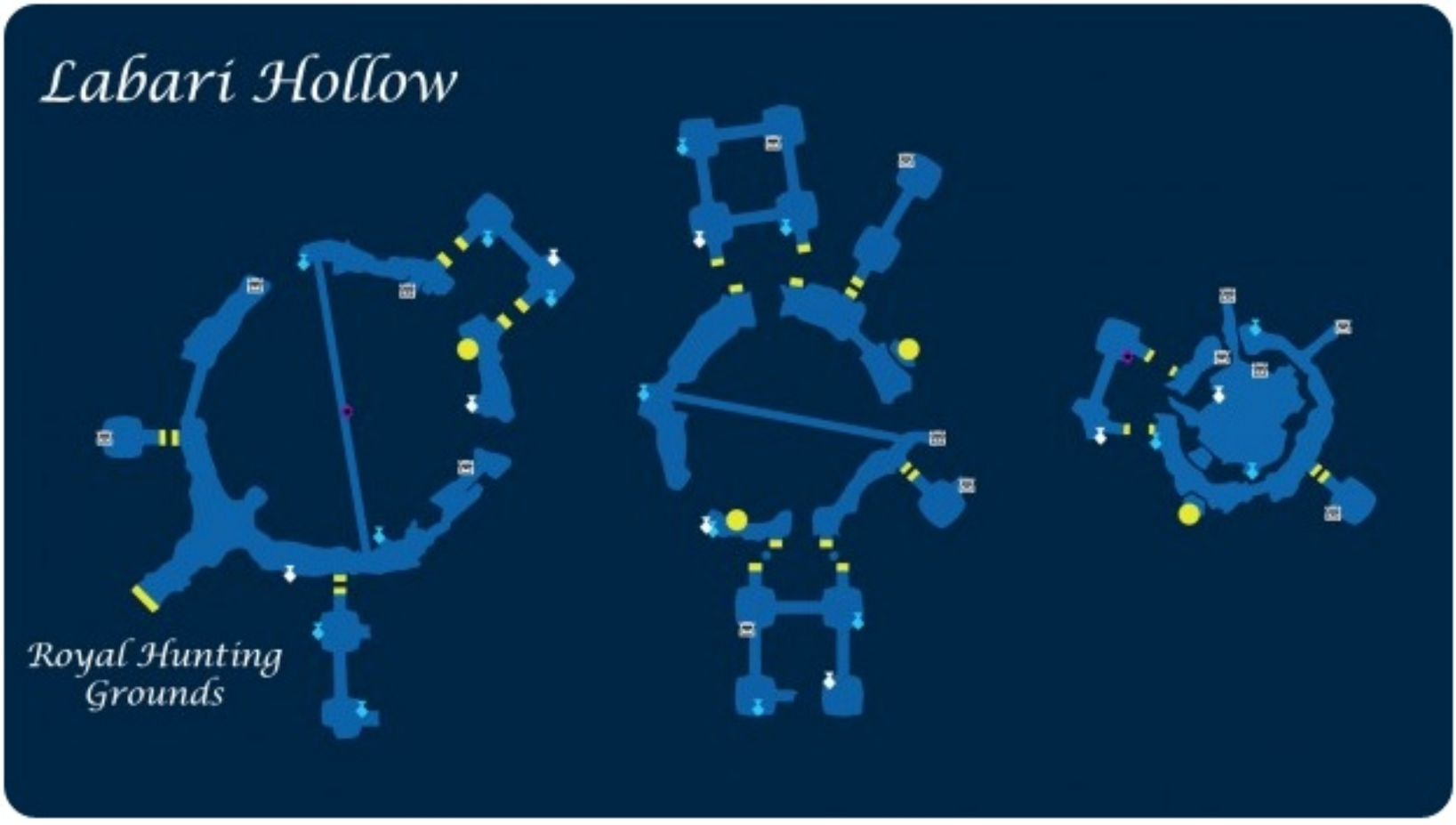
Lakutam Highroad
Lakutam Seahaven


Lakutam Highroad
Xian Du
Lakutam Seahaven

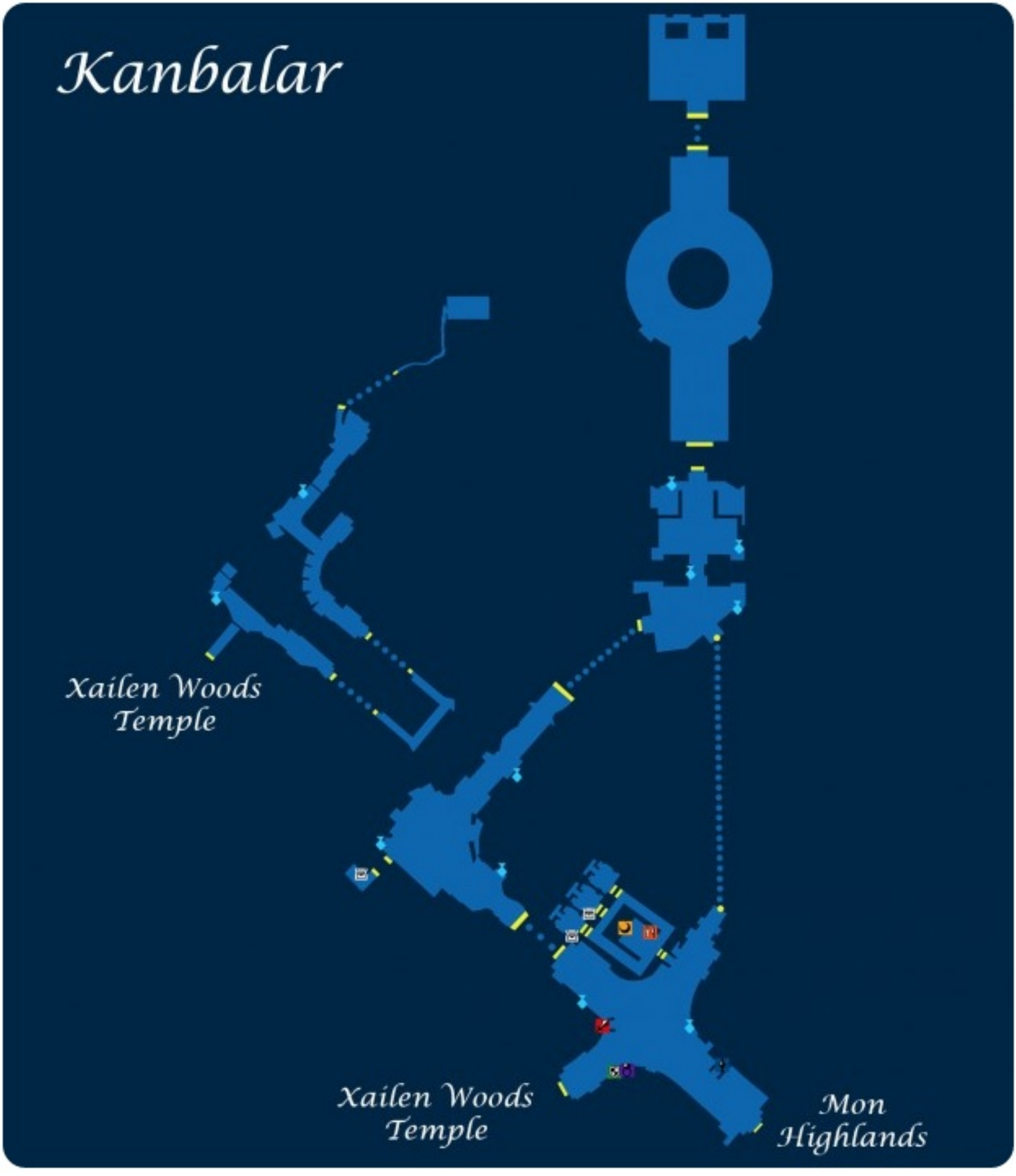
Xian Du

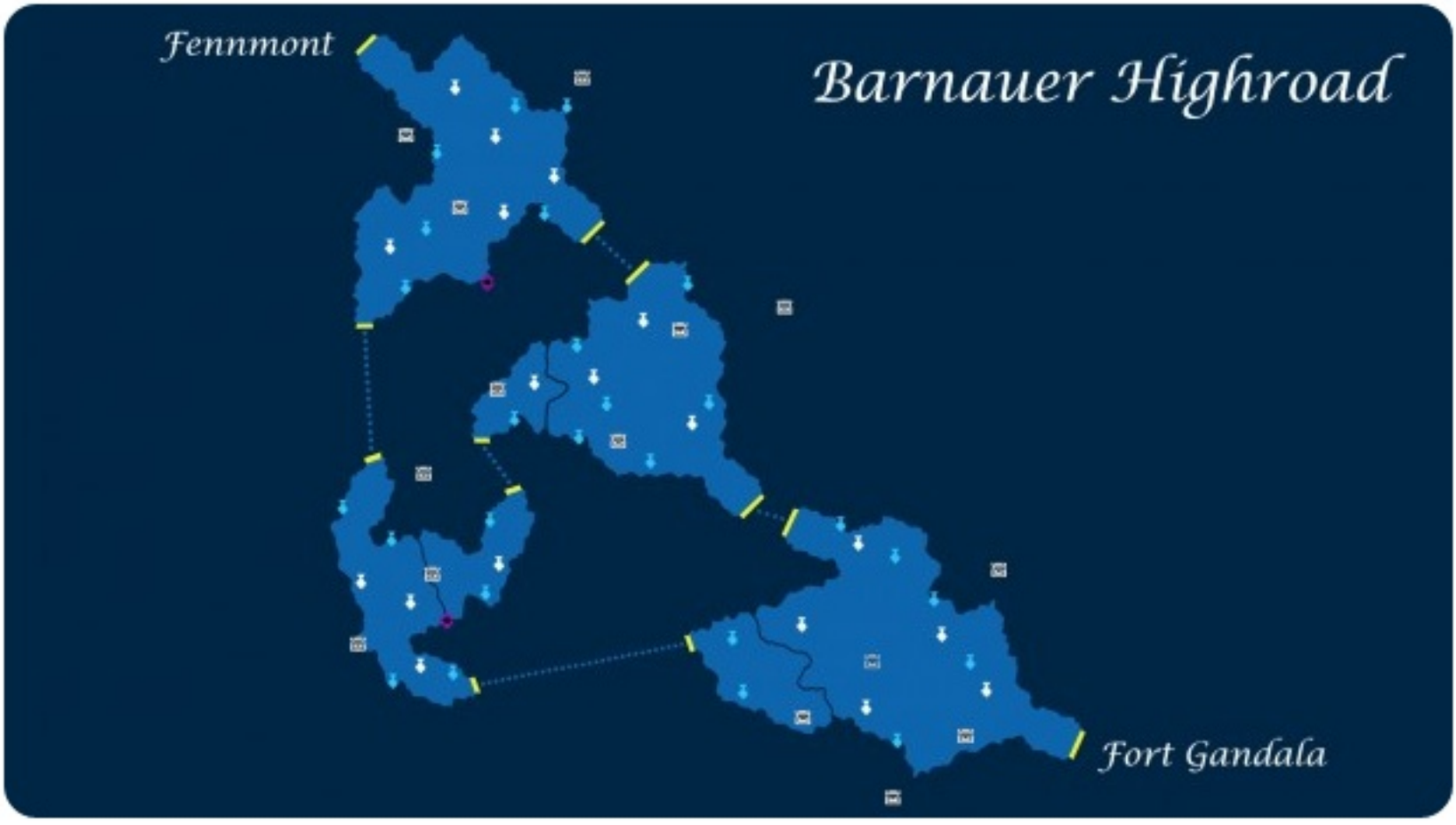

Mon Highlands
Royal Hunting Grounds
Xagut Floodmeadow
Lakutam Highroad

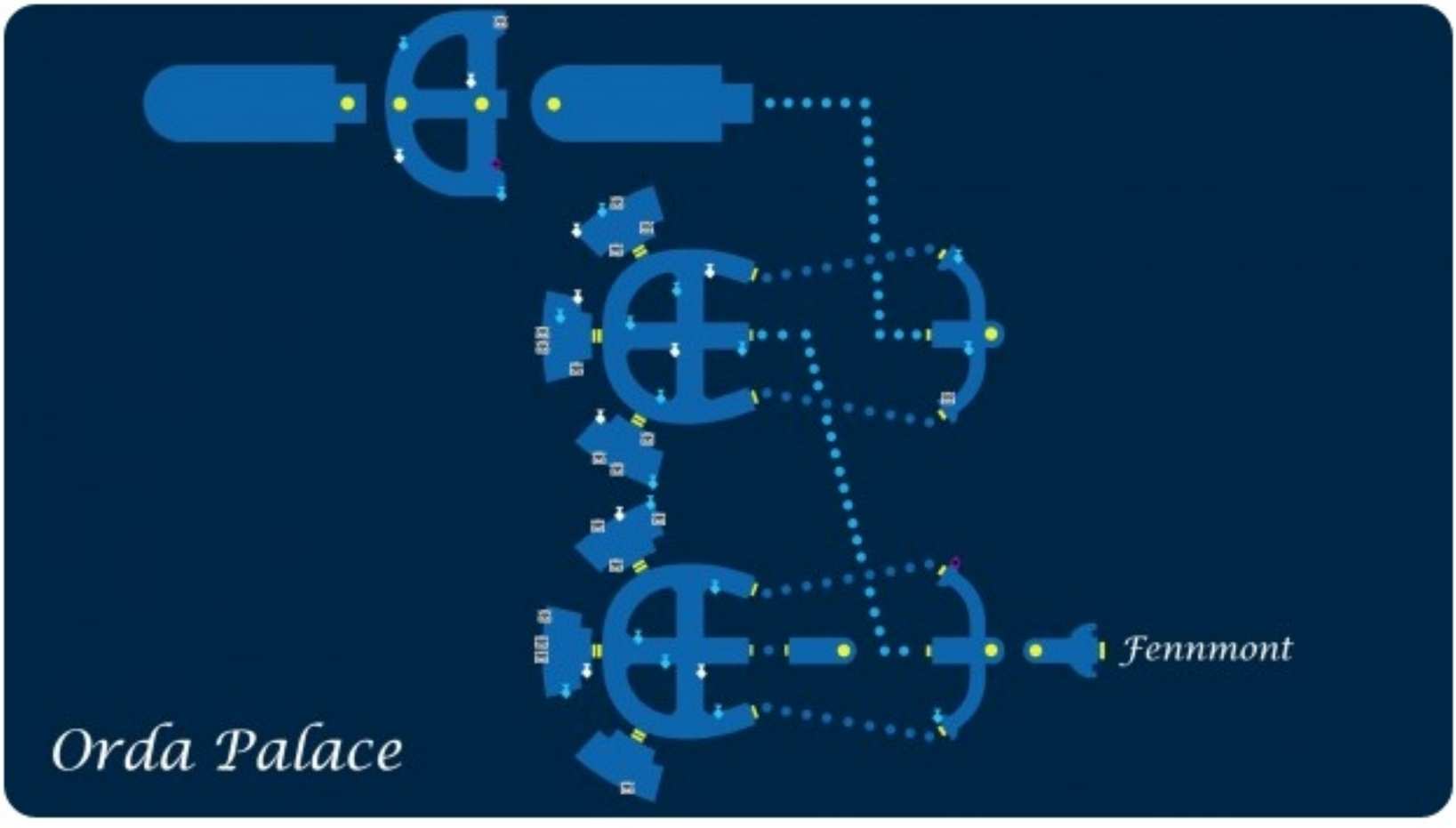
Labari Hollow
Royal Hunting Grounds
Xian Du


Labari Hollow
Royal Hunting Grounds

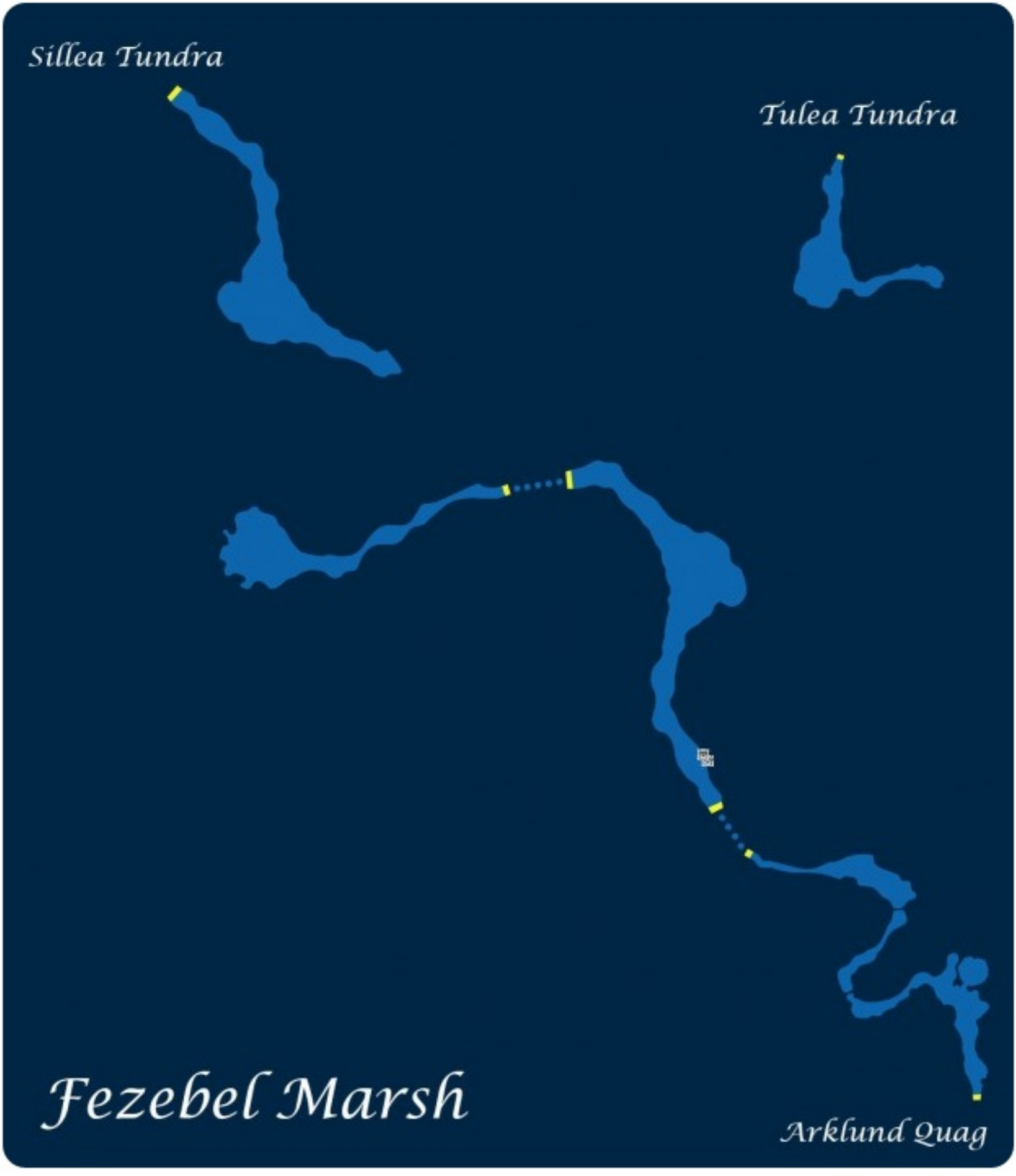
Kanbalar
Mon Highlands
Xian Du


Kanbalar
Xailen Woods Temple
Xailen Woods Temple
Mon Highlands

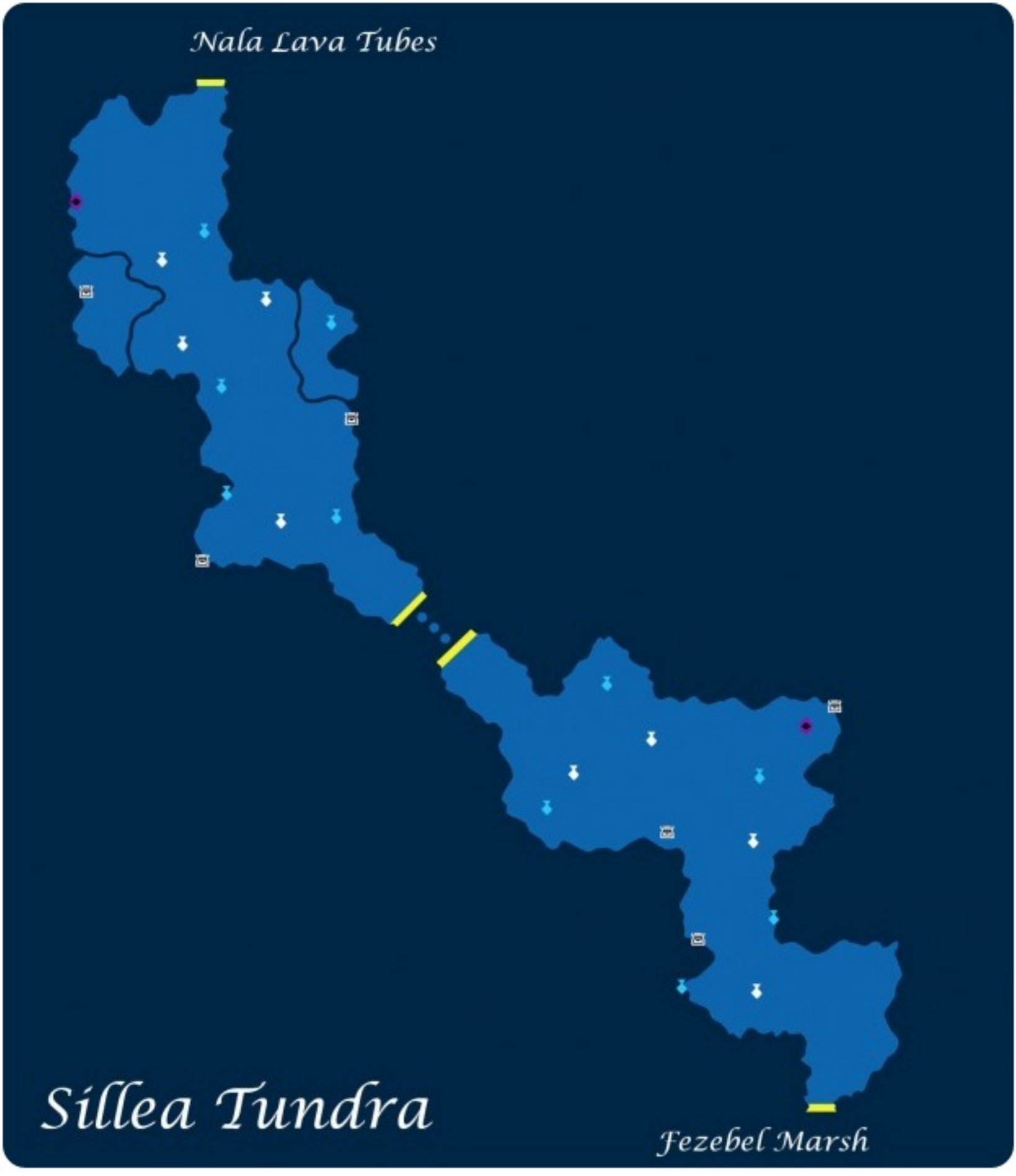

Fennmont
Barnauer Highroad
Fort Gandala


Fennmont
Orda Palace

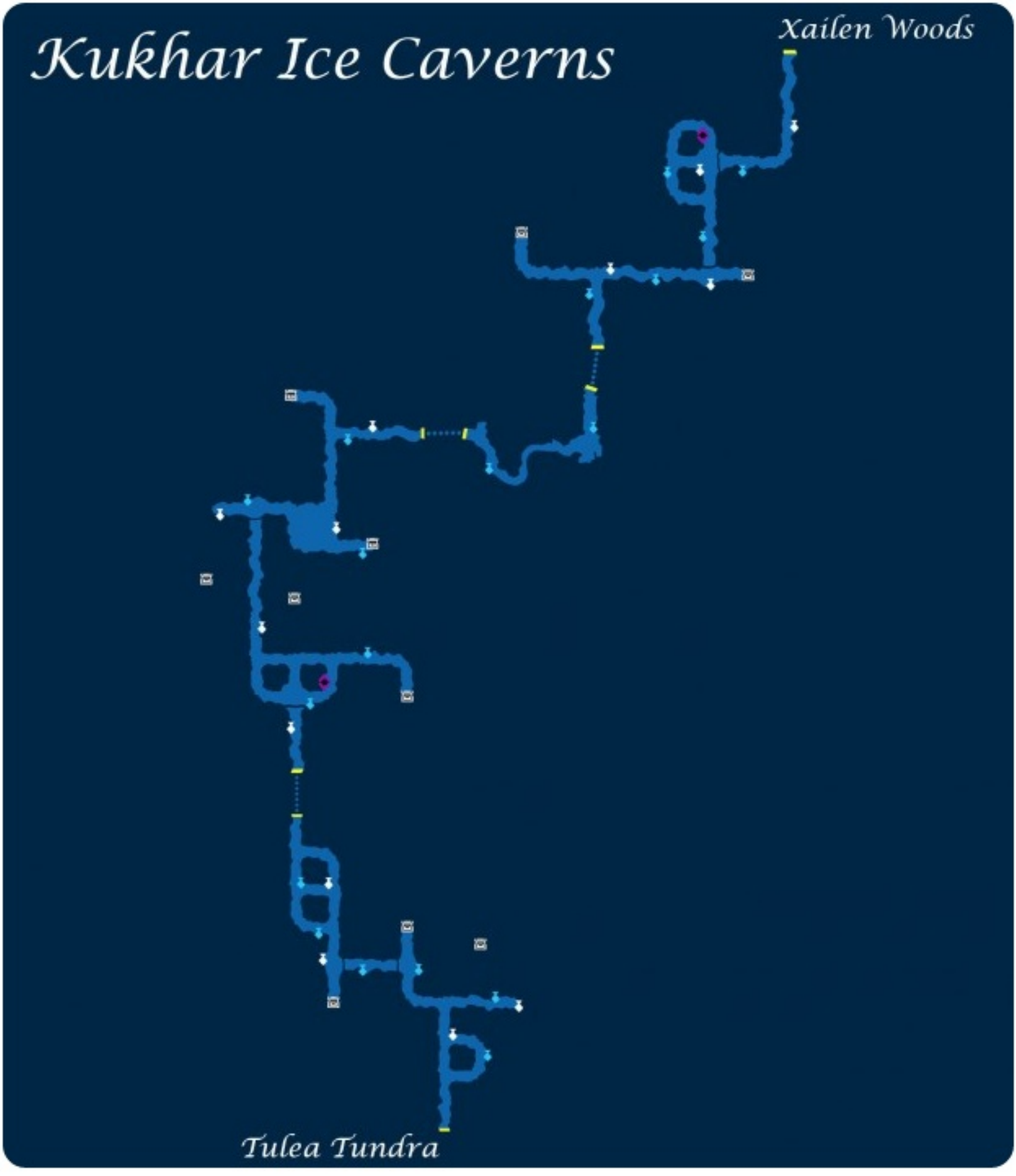
Fezebel Marsh
Arklund Quag
Fennmont

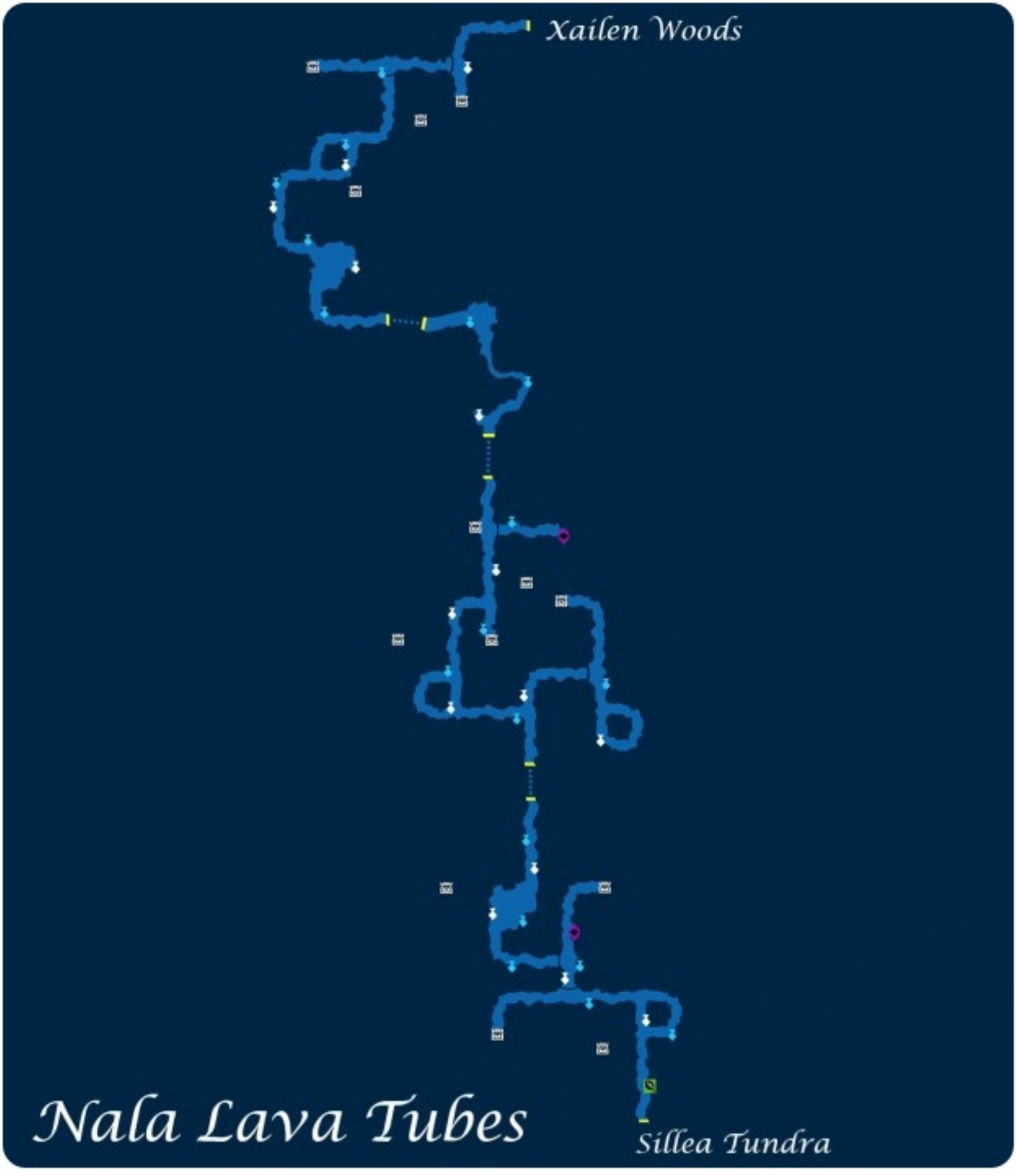

Sillea Tundra
Tulea Tundra
Fezebel Marsh
Arklund Quag

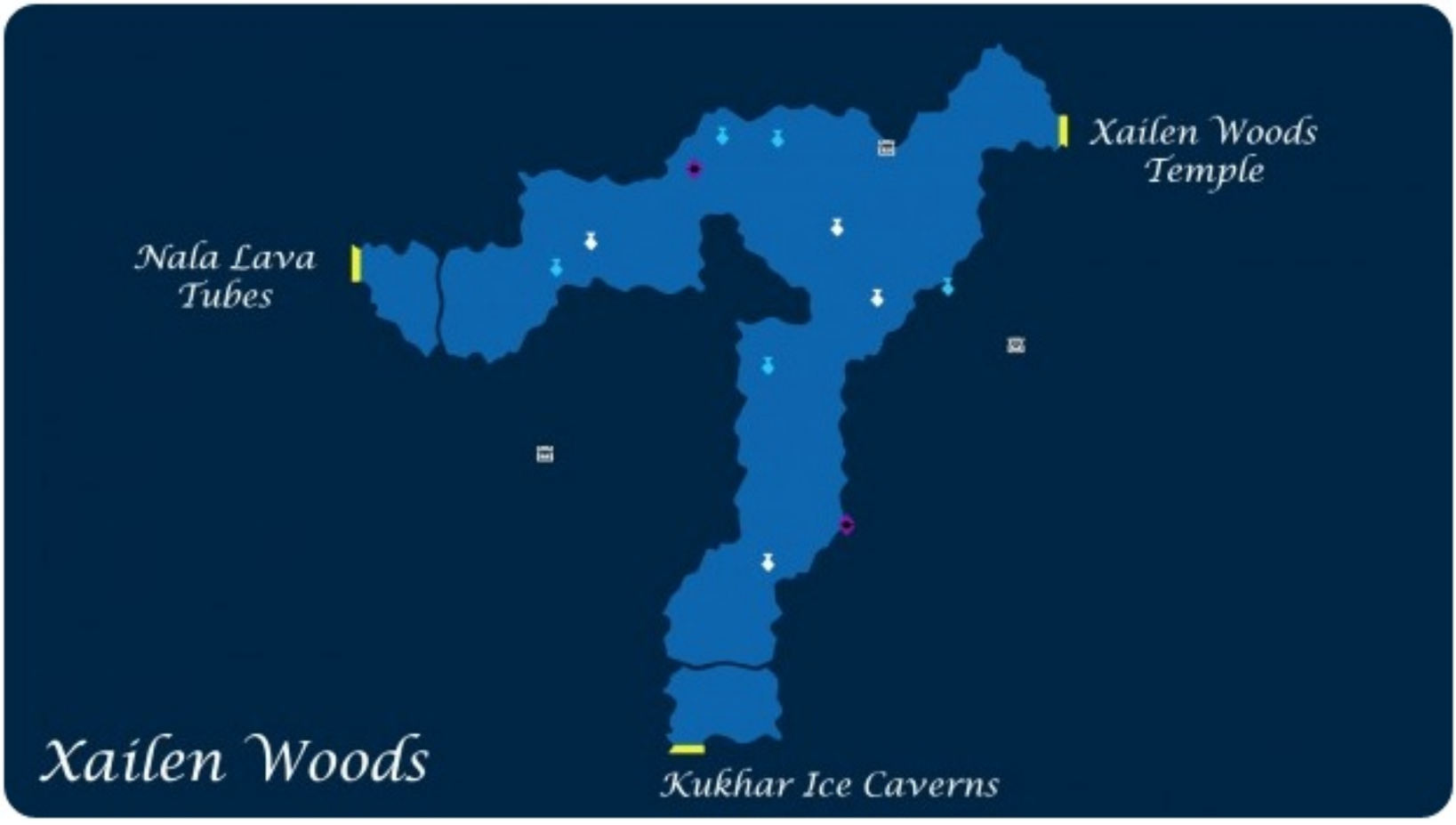
Tulea Tundra

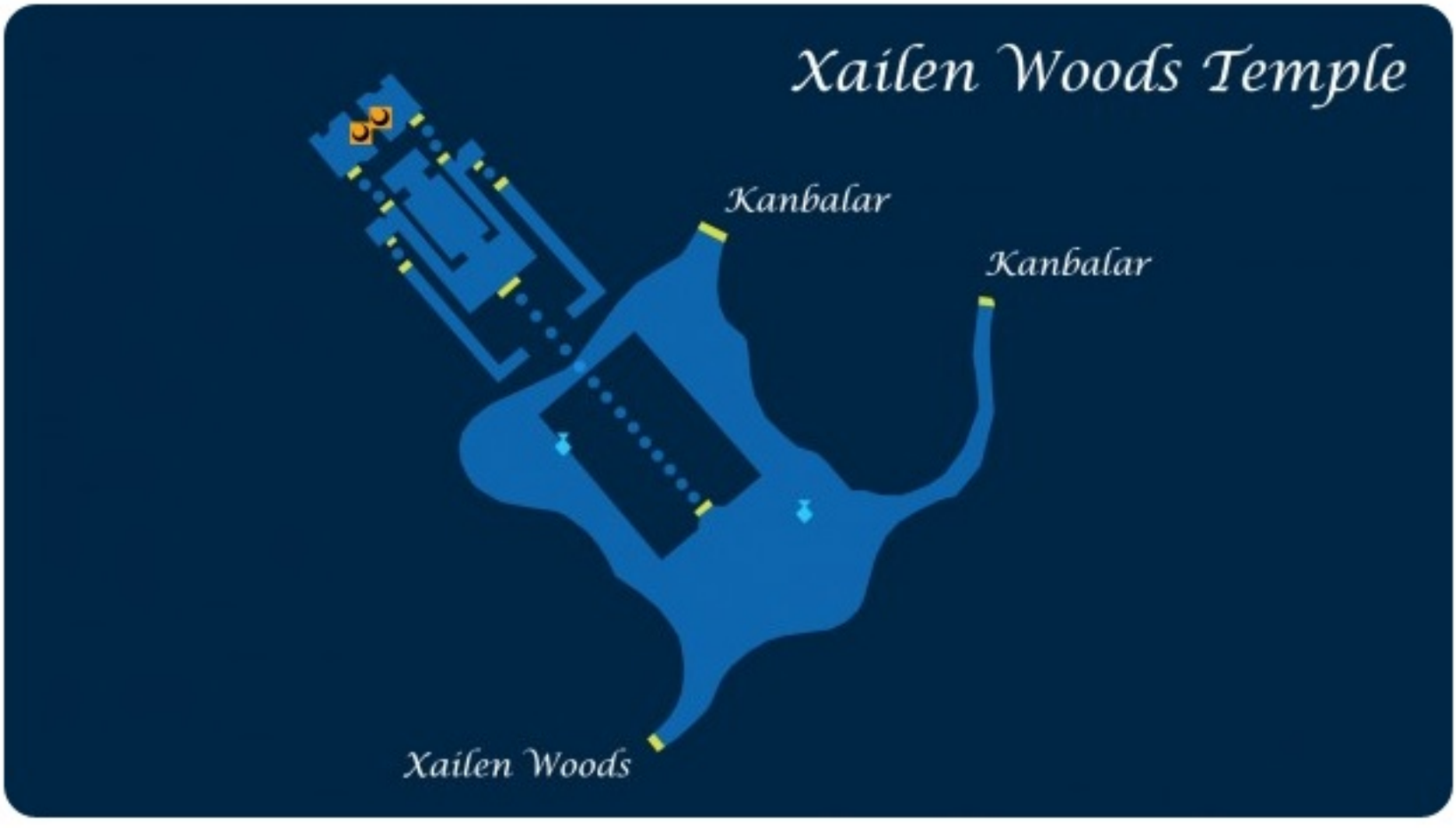

Nala Lava Tubes
Sillea Tundra
Jezebel Marsh

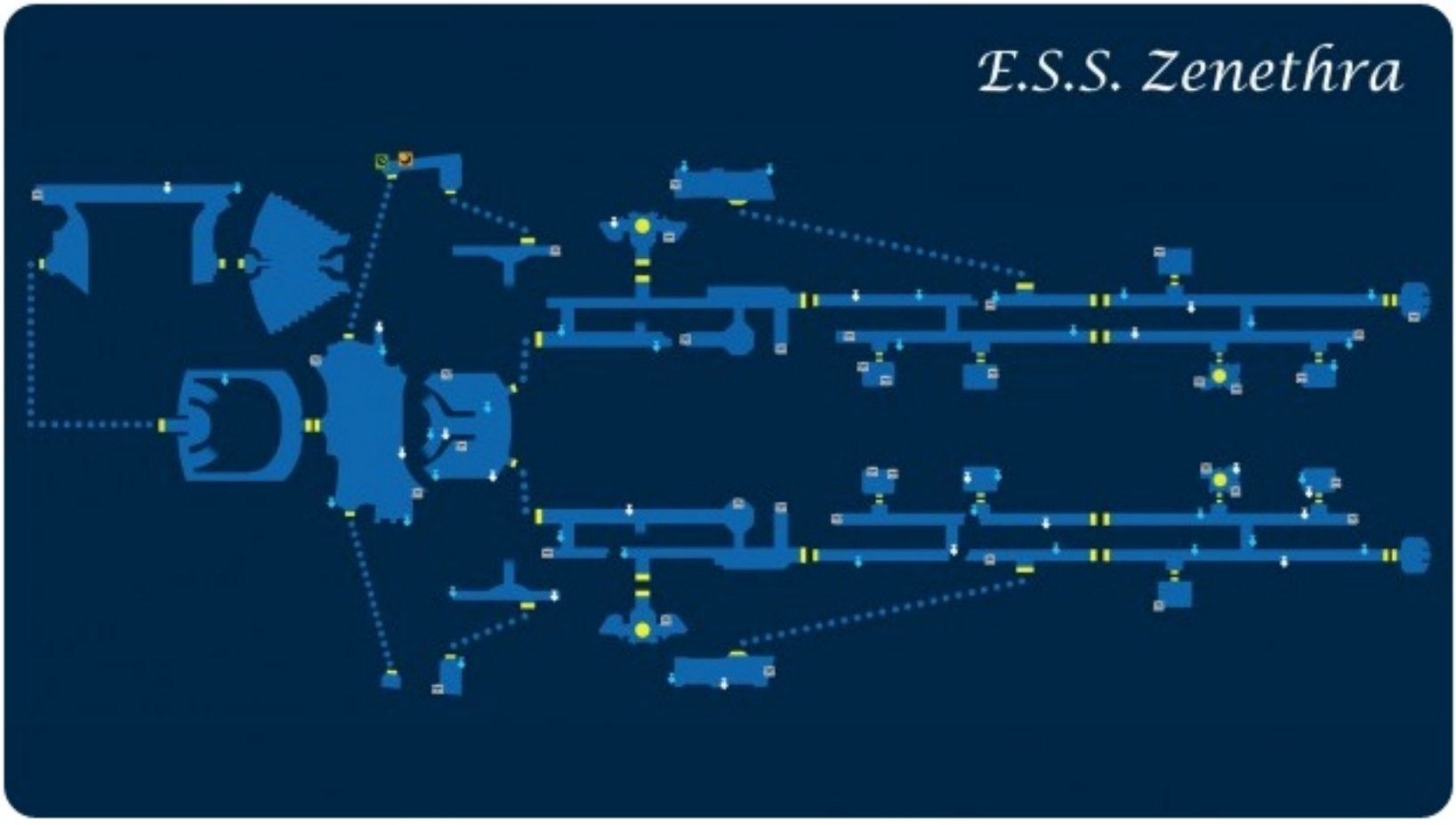
Kukhar Ice Caverns




Xailen Woods
Nala Lava Tubes
Sillea Tundra

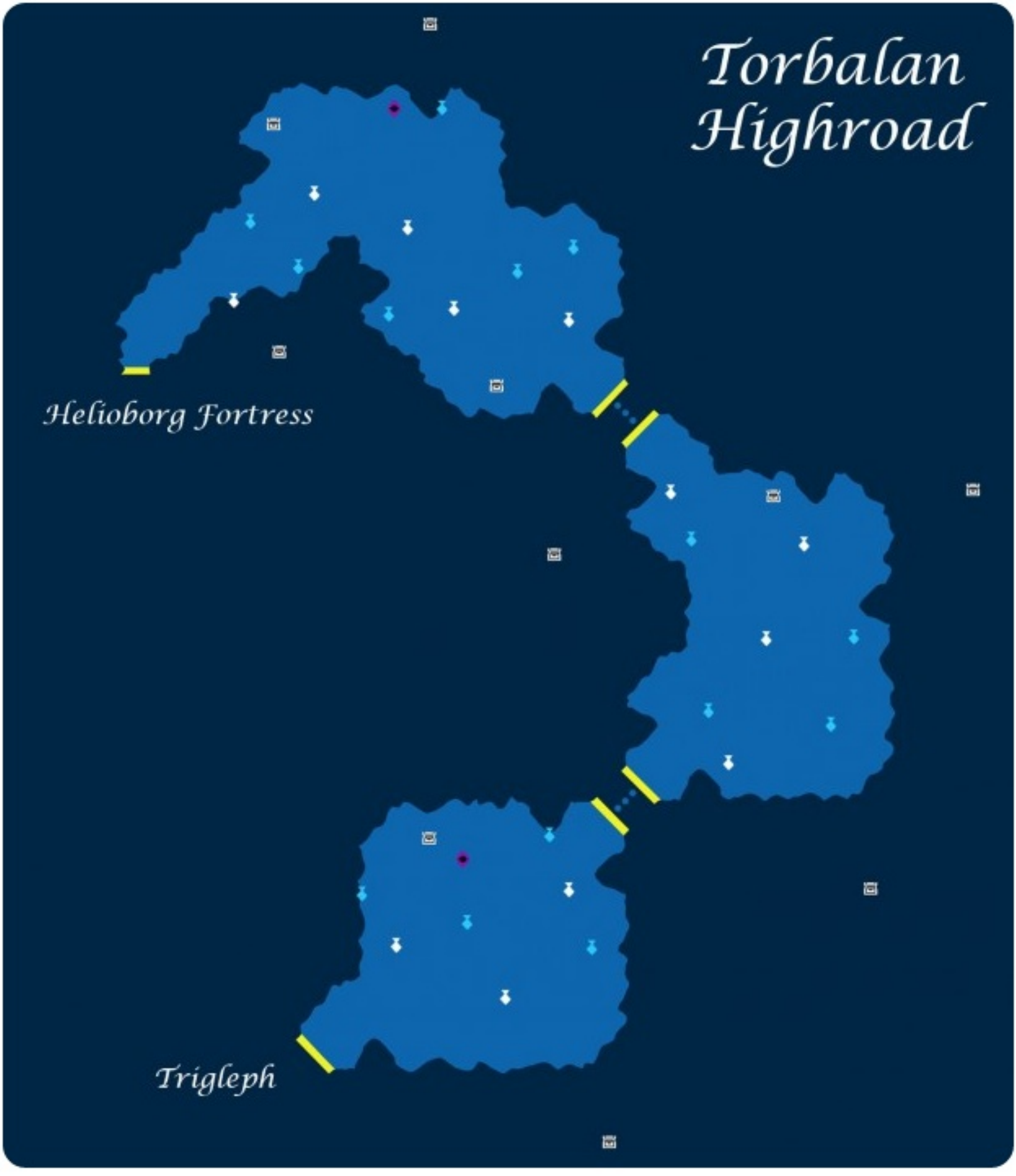

Xailen Woods
Xailen Woods Temple
Nala Lava Tubes
Kukhar Ice Caverns

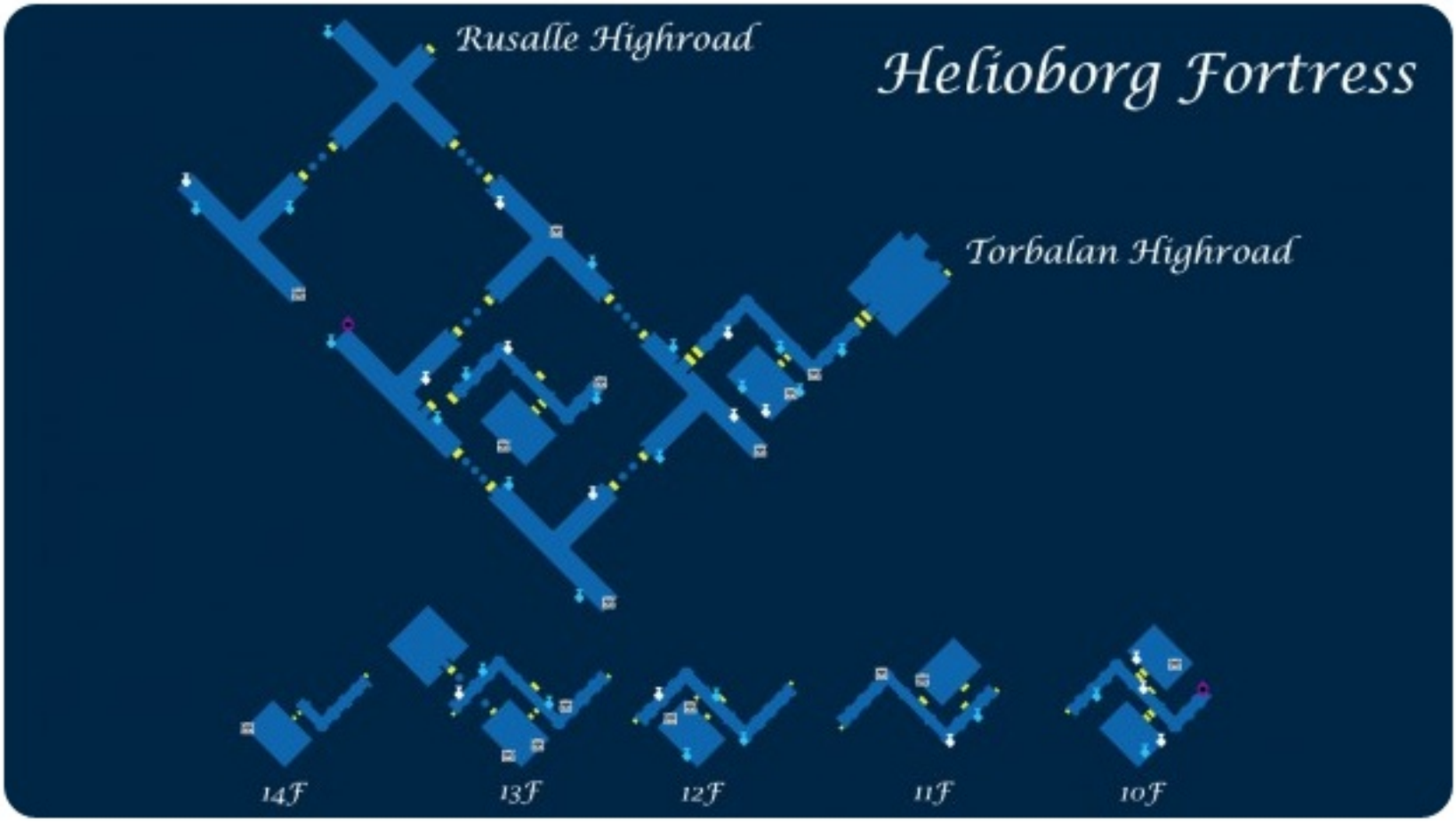

Xailen Woods Temple
Kanbalar
Kanbalar
Xailen Woods


E.S.S. Zenethra

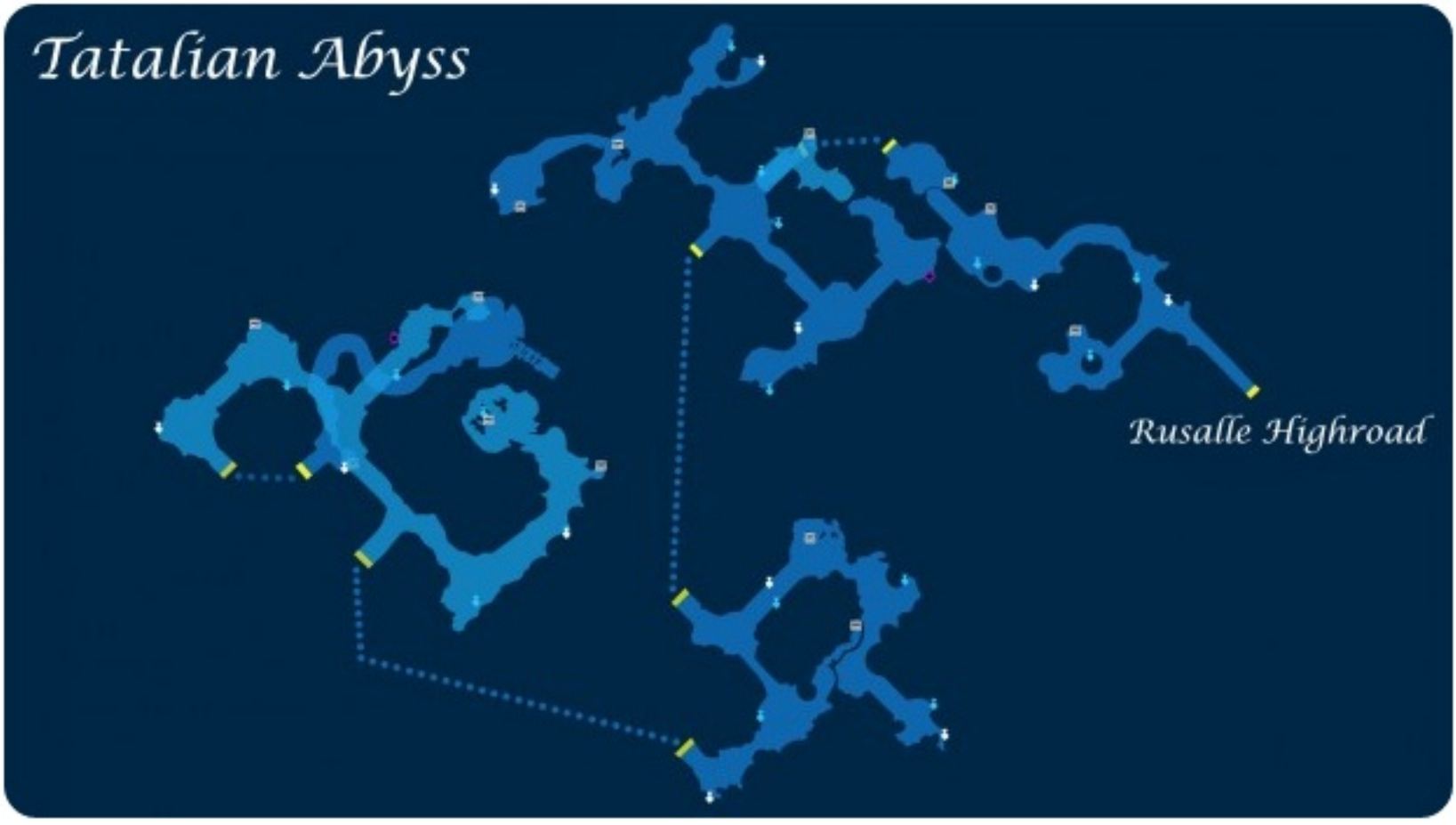
Milla's Shrine
Nia Khera
Hollowmont

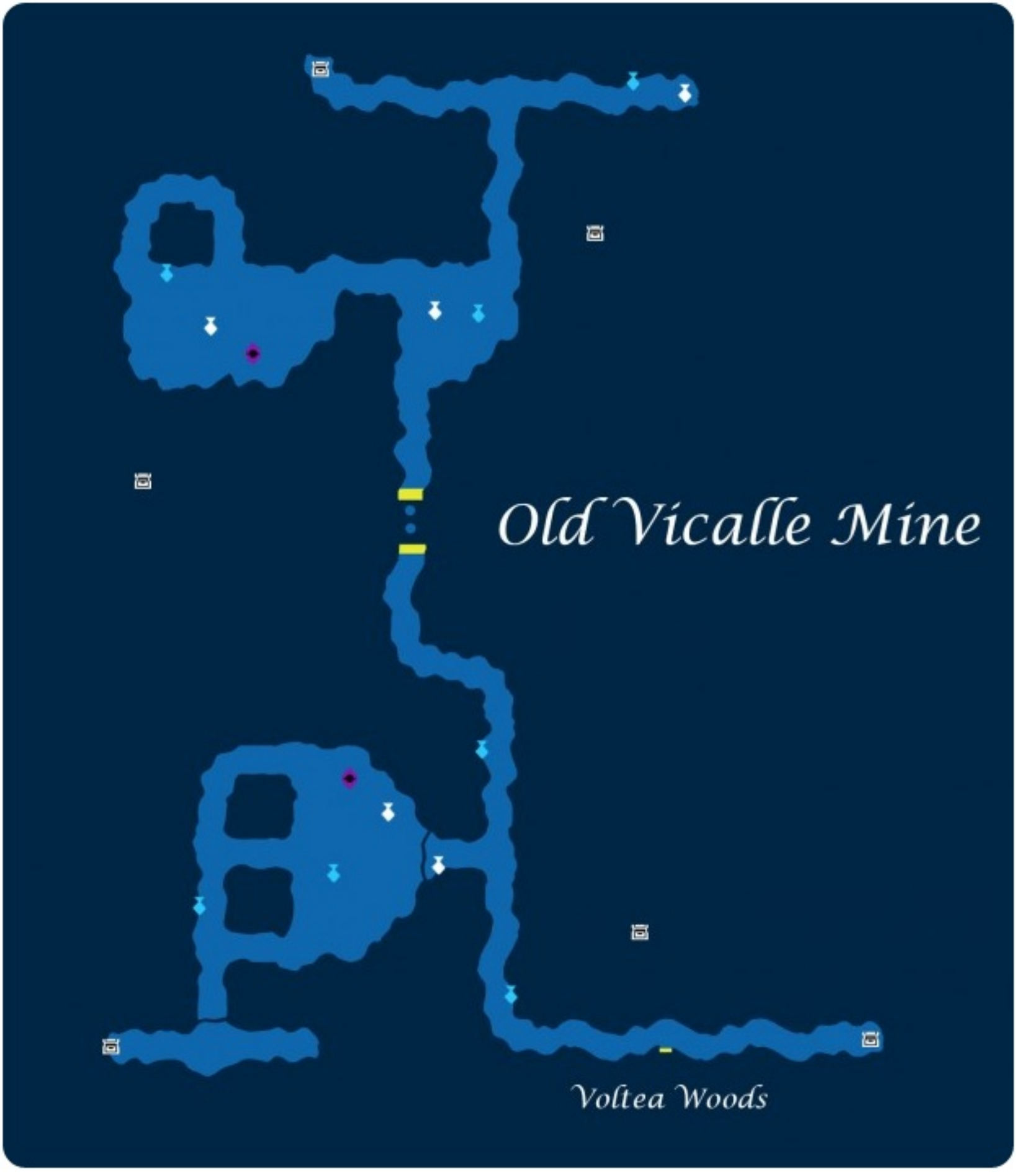
Trigleph


Torbalan Highroad
Helioborg Fortress
Trigleph


Helioborg Fortress
Rusalle Highroad
Torbalan Highroad
14F
13F
12F
11F
10F

Tatalian Abyss
Temporal Crossroads
Helioborg Fortress
Rusalle Highroad


Tatalian Abyss
Rusalle Highroad


Old Vicalle Mine
Voltea Woods

Magnus Zero

Sub-Events
The Golden Mage Knight

Once you've completed the game and finished the sub-event **The Devil's Beast**, you can head to the location where you **fought Gaius in Fezebel Marsh** to find a portal to Magnus Zero.

This will start the sub-event **The Golden Mage Knight**, which is completed when you fight the final boss on the final level of the dungeon.

Magnus Video and tips coming soon!

World's Greatest Warrior

Defeat the Golden Mage Knight. Awarded to the world's most formidable fighters!

COLLECTED?

The following lists the enemies and rewards for each tournament per character.

Enemies are listed in **two rows**; the first row is the **initial spawn** of enemies at the beginning of the tournament or the spawn of enemies after all the arena is cleared and and the second being **reinforcement** enemies that spawn as enemies are defeated in that group.

Beginner Single

Round	Enemy Type(s)
1	Insurgent Soldier x2 + Insurgent Channeler x2 **Reinforcement(s)**: Insurgent Commander x2
2	Dusk Bat x4 **Reinforcement(s)**: Scorpion x2 + Plated Boar x2 + Antler Beak x2
3	Skunky x2 + Terra Ribbit x2 **Reinforcement(s)**: Bog Chirpee x3 + Terra Goblin x2 + Water Djinn x2 + Snow Dragon
4	Spyrix Warrior 1 + Spyrix Warrior 2 + Spyrix Warrior 3

Reward: 5000 Gald (subsequent times: 1250 Gald) + Ten Gallon Hat

Advanced Single

Note: The **Enemy Type(s)** for Round 1 to 4 are the same as **Beginner Single**.

Round	Enemy Type(s)
5	Auj Oule Lancer x2 + Quag Merfish x3 **Reinforcement(s)**: Megistus Treant
6	Insurgent Elite Soldier x2 + Insurgent Grand-Channeler x2
7	Fire Golem x2 + Ice Golem x2 **Reinforcement(s)**: Auj Oule Channeler x2 + Ice Mandragora x3 + Auj Oule Enforcer x2
8	Wind Butterfly + Undinette + Earthen Warrior + Fire Dragon
9	Gentleman + Gentlegnome + Gentlesylph + Gentlemundine + Gentlefreet
10	Unicorn + Gun Tortoise + Abject Shade
11	Crime and Punishment
12	Ivar (Coliseum)

Reward: 15000 Gald (subsequent times: 3750 Gald) + Skill Tome: "One with Beauty" (Jude) or Skill Tome: "One with Youth" (Milla) or Skill Tome: "Tetra Infusion" (Alvin) or Skill Tome: "Death Defiance" (Elize) or Skill Tome: "Flash Casting" (Rowen) or Skill Tome: "Gift of Life" (Leia)

Beginner Group

Round	Enemy Type(s)
1	Greater Demon (Coliseum) + Nameless Anomaly (Coliseum)
2	Hammerzamm (Coliseum) + Fire Teagle (Coliseum)
3	Aquadragon 1 (Coliseum) + Aquadragon 2 (Coliseum)
4	Brutaur (Coliseum) + Pterobronc (Coliseum)

Reward: 10000 Gald (subsequent times: 2250 Gald) + Top Hat

Advanced Group

Round	Enemy Type(s)
1	Greater Demon (Coliseum) + Nameless Anomaly (Coliseum)
2	Hammerzamm (Coliseum) + Fire Teagle (Coliseum)
3	Aquadragon 1 (Coliseum) + Aquadragon 2 (Coliseum)
4	Brutaur (Coliseum) + Pterobronc (Coliseum)
5	Wyvern (Coliseum) + Veywind Eye (Coliseum) + Graddic Claw (Coliseum)
6	Wingul (Coliseum) + Agria (Coliseum) + Presa (Coliseum) + Jiao (Coliseum)

Reward: 30000 Gald (subsequent times: 7500 Gald) + Skill Tome: "Vigor Shared"

Grand Master

In the Grand Master level you will have to fight solo against your allies. Due to this, the order in which you fight them depends on who you are choosing to fight with. For example, when playing Jude you will fight Milla solo at the end of the tournament, while Leia will fight Alvin solo at the beginning of the tournament.

Round	Enemy Type(s)
?	Rowen (Coliseum), Leia (Coliseum), Alvin (Coliseum)
?	Elize (Coliseum), Milla (Coliseum), Jude (Coliseum)

Reward: 50000 Gald (subsequent times: ? Gald) + Teepo Mittens (Jude) or Fangirl (Milla) or Squid on a Stick (Alvin) or Foxtail (Elize) or Pointing Stick (Rowen) or Gimme-Dat (Leia)

GRADE SHOP REWARDS

Bonus	Cost
Inherit Half Levels	2000
Inherit Shop Levels	1000
Max Item Capacity: 99	1000
Inherit Consumable Items	300
Inherit Fashion Items	200
Inherit Special Items	200
Inherit Devil's Arms	500
5x Experience	2000
Double Item Drops	500
Unlock Skits	3000
Maximum AC +1	500
Inherit Arte Usage	100
Triple Critical	100
Reduce Arte Cost	1000

Bonus	Cost
Inherit Full Levels	5000
Max Item Capacity: 30	500
Inherit Gald	1000
Inherit Material Items	500
Inherit Accessory Items	700
Inherit Skill Items	2000
Double Experience	300
Double Gald	300
Double Material Points	300
Double Gauge Growth	300
Maximum AC +2	2000
Skill SP 1	3000
Double Damage	100

Note: Therefore; the total number of Grade Points needed to unlock **everything** in the Grade Shop is: **30200**

LIBRARY

TITLE LIST [PART 1]

Titles are objectives that when completed offer you Grade, which can be used to buy bonuses when playing NG+. Additionally, those marked with a trophy next to them indicate which titles lead to trophies when completed.

Note: To cut down on the amoutn of scrolling you'll have to do, we've split the library up over multiple pages (5 titles grouped per table).

Title Name	Objective	Grade Points
Enemy Seeker	Gather Enemy Data for 50 enemies	10
Enemy Student	Gather Enemy Data for 100 enemies	20
Enemy Disciple	Gather Enemy Data for 150 enemies	30
Enemy Scholar	Gather Enemy Data for 200 enemies	50
Enemy Sage	Gather Enemy Data for 275 enemies	100

Enemy Sage
Achieve a target number of entries in the Enemy Book. Awarded to Xillia's truest enemy enthusiasts.

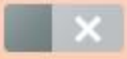
COLLECTED?

Title Name	Objective	Grade Points
Item Gabber	Gather Item Data for 100 items	10
Item Gatherer	Gather Item Data for 200 items	20
Item Collector	Gather Item Data for 300 items	30
Item Hoarder	Gather Item Data for 500 items	50
Item Fanatic	Gather Item Data for 700 items	100

Item Fanatic

Achieve a target number of entries in the Item Book. Awarded to Xillia's most avid item collectors.

COLLECTED?



Title Name	Objective	Grade Points
Sub-event Starter	Complete 10 Sub-events	20
Sub-event Searcher	Complete 30 Sub-events	40
Sub-event Stickler	Complete 50 Sub-events	60
Sub-event Specialist	Complete 70 Sub-events	80
Sub-event Superhero	Complete 90 Sub-events	300

Sub-event Superhero

Complete a target number of sub-events. Awarded to Xillia's most curious questers.

COLLECTED?

Title Name	Objective	Grade Points
Occasional Skit Viewer	View 20 skits	20
Regular Skit Viewer	View 70 skits	30
Fervent Skit Viewer	View 120 skits	40
Religious Skit Viewer	View 170 skits	60
Obsessive Skit Viwer	View 220 skits	300

Obsessive Skit Viewer

Unlock and view a target number of skits. Awarded to Xillia's most dedicated couch potatoes.

COLLECTED?

Title Name	Objective	Grade Points
Treasure Finder	Open 50 Treasure Chests	10
Treasure Hunter	Open 100 Treasure Chests	20
Treasure Tracker	Open 150 Treasure Chests	30
Treasure Hoarder	Open 200 Treasure Chests	50
Treasure Treasurer	Open 300 Treasure Chests	100

Treasure Treasurer
Find and open a target number of treasure chests. Awarded to Xillia's finest treasure hunters.

COLLECTED?

Title Name	Objective	Grade Points
Loot Liker	Find 100 Random Treasures	10
Loot Lover	Find 200 Random Treasures	20
Loot Liege	Find 400 Random Treasures	30
Loot Leader	Find 600 Random Treasures	50
Loot Lord	Find 800 Random Treasures	100

Loot Lord
Find and gather a target number of random treasures. Awarded to Xillia's most precocious packrats.

COLLECTED?

Title Name	Objective	Grade Points
Pirate Recruit	Discover 10 Aifread's Treasures	10
Pirate Officer	Discover 20 Aifread's Treasures	20
Pirate Captain	Discover 30 Aifread's Treasures	30
Pirate Admiral	Discover 40 Aifread's Treasures	50
Pirate King	Discover 50 Aifread's Treasures	100

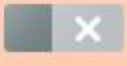
Pirate King
Discover a target number of Aifread's treasures. Awarded to Xillia's most adventurous outlaws.

COLLECTED?

Title Name	Objective	Grade Points
Jet Black Nestling	Turn in 100 Jet Black Feathers to the Trader	10
Jet Black Fledgling	Turn in 200 Jet Black Feathers to the Trader	20
Jet Black Raven	Turn in 300 Jet Black Feathers to the Trader	30
Jet Black Buzzard	Turn in 459 Jet Black Feathers to the Trader	50
Jet Black Raptor	Turn in 1000 Jet Black Feathers to the Trader	300

Jet Black Buzzard
Trade in a target number of Jet Black Feathers. Awarded to Xillia's finest feather collectors.

COLLECTED?



Title Name	Objective	Grade Points
Item Shop Patron	Raise the Item Shop's level to 20	10
Item Shop Sponsor	Raise the Item Shop's level to 40	20
Item Shop Investor	Raise the Item Shop's level to 60	30
Item Shop Financier	Raise the Item Shop's level to 80	40
Item Shop Magnate	Raise the Item Shop's level to 100	50

Item Shop Magnate
Upgrade the item shop to its maximum level. Awarded to the most valued item shop customers.

COLLECTED?

Title Name	Objective	Grade Points
Weapon Shop Patron	Raise the Weapon Shop's level to 20	10
Weapon Shop Sponsor	Raise the Weapon Shop's level to 40	20
Weapon Shop Investor	Raise the Weapon Shop's level to 60	30
Weapon Shop Financier	Raise the Weapon Shop's level to 80	40
Weapon Shop Magnate	Raise the Weapon Shop's level to 100	50

Weapon Shop Magnate
Upgrade the weapon shop to its maximum level. Awarded to the most valued weapon shop customers.

COLLECTED?

Title Name	Objective	Grade Points
Armor Shop Patron	Raise the Armor Shop's level to 20	10
Armor Shop Sponsor	Raise the Armor Shop's level to 40	20
Armor Shop Investor	Raise the Armor Shop's level to 60	30
Armor Shop Financier	Raise the Armor Shop's level to 80	40
Armor Shop Magnate	Raise the Armor Shop's level to 100	50

Armor Shop Magnate
Upgrade the armor shop to its maximum level. Awarded to the most valued armor shop customers.

COLLECTED?

Title Name	Objective	Grade Points
Accessory Shop Patron	Raise the Accessory Shop's level to 20	10
Accessory Shop Sponsor	Raise the Accessory Shop's level to 40	20
Accessory Shop Investor	Raise the Accessory Shop's level to 60	30
Accessory Shop Financier	Raise the Accessory Shop's level to 80	40
Accessory Shop Magnate	Raise the Accessory Shop's level to 100	50

Accessory Shop Magnate
Upgrade the accessory shop to its maximum level. Awarded to the most valued accessory shop customers.

COLLECTED?

Title Name	Objective	Grade Points
Food Vendor Shop Patron	Raise the Food Vendor Shop's level to 20	10
Food Vendor Shop Sponsor	Raise the Food Vendor Shop's level to 40	20
Food Vendor Shop Investor	Raise the Food Vendor Shop's level to 60	30
Food Vendor Shop Financier	Raise the Food Vendor Shop's level to 80	40
Food Vendor Shop Magnate	Raise the Food Vendor Shop's level to 100	50

Food Vendor Magnate

Upgrade the food vendor to its maximum level. Awarded to the most valued food vendor customers.

COLLECTED?

Title Name	Objective	Grade Points
Monster Battler	Encounter 100 battles	10
Monster Slayer	Encounter 200 battles	20
Monster Abolisher	Encounter 400 battles	30
Monster Exterminator	Encounter 800 battles	40
Monster Annihilator	Encounter 1600 battles	50

Monster Exterminator

Achieve a target number of enemy encounters. Awarded to those who live for combat.

COLLECTED?

Title Name	Objective	Grade Points
Student of Rare Monsters	Defeat 10 Rare Monsters	10
Scholar of Rare Monsters	Defeat 25 Rare Monsters	20
Researcher of Rare Monsters	Defeat 50 Rare Monsters	30
Specialist of Rare Monsters	Defeat 75 Rare Monsters	40
Expert of Rare Monsters	Defeat 150 Rare Monsters	50

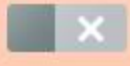
Specialist in Rare Monsters
Defeat a target number of rare monsters. Awarded to those with a knack for monster hunting.

COLLECTED?

Title Name	Objective	Grade Points
Combo Maker	Create a hit combo of 25 or more	10
Combo Crafter	Create a hit combo of 50 or more	20
Combo Artiste	Create a hit combo of 100 or more	30
Combo Maestro	Create a hit combo of 150 or more	40
Combo Virtuoso	Create a hit combo of 200 or more	50

Combo Artiste
Perform a combo that exceeds a target number of hits. Awarded to those whose combo skills pay the bills.

COLLECTED?



Title Name	Objective	Grade Points
Prankster	Exploit an enemy's weakness 50 times	10
Bully	Exploit an enemy's weakness 150 times	20
Tormentor	Exploit an enemy's weakness 450 times	30
Sadist	Exploit an enemy's weakness 1350 times	40
Overlord	Exploit an enemy's weakness 4050 times	50

Sadist
Exploit an enemy's weakness a target number of times. Awarded to those who know how to hit where it hurts.

COLLECTED?

Title Name	Objective	Grade Points
Liker of Links	Perform 50 Linked Artes	10
Lover of Links	Perform 150 Linked Artes	20
Liege of Links	Perform 450 Linked Artes	30
Leader of Links	Perform 1350 Linked Artes	40
Lord of Links	Perform 4050 Linked Artes	50

Leader of Links
Perform a target number of linked artes. Awarded to those who understand the value of teamwork.

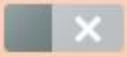
COLLECTED?

Title Name	Objective	Grade Points
Joiner of Chains	Perform 150 Linked Artes Chains	10
Forger of Chains	Perform 450 Linked Artes Chains	20
Master of Chains	Perform 1350 Linked Artes Chains	30

Forger of Chains

Perform a target number of linked arte chains. Awarded to those who strive for battle perfection.

COLLECTED?



Title Name	Objective	Grade Points
Invaluable Ally	Utilize the Auto-Item function 50 times	10
Trusting Partner	Utilize the Auto-Item function 100 times	20
Close Confidant	Utilize the Auto-Item function 200 times	30
Skilled Delegator	Utilize the Auto-Item function 400 times	40
Hands-Off Leader	Utilize the Auto-Item function 800 times	50

Skilled Delegator

Utilize Auto-Items a target number of times. Awarded to team leaders who know how to delegate.

COLLECTED?

Title Name	Objective	Grade Points
Foodie	Utliize Food effects 100 times	10
Gourmand	Utliize Food effects 200 times	20
Apprentice Chef	Utliize Food effects 400 times	30
Sous Chef	Utliize Food effects 800 times	40
Wonder Chef	Utliize Food effects 1600 times	50

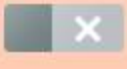
Sous Chef
Trigger a target number of food effects. Awarded to those with an affinity for fine cuisine.

COLLECTED?

Title Name	Objective	Grade Points
Snap Pivot Neophyte	Use Jude's Snap Pivot 50 times	10
Snap Pivot Adept	Use Jude's Snap Pivot 150 times	30
Snap Pivot Master	Use Jude's Snap Pivot 450 times	90

Snap Pivot Adept
Perform Jude's Snap Pivot a set number of times. Awarded to those who've mastered Jude in battle.

COLLECTED?

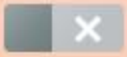


Title Name	Objective	Grade Points
Spirit Shift Neophyte	Use Milla's Spirit Shift 50 times	10
Spirit Shift Adept	Use Milla's Spirit Shift 150 times	30
Spirit Shift Master	Use Milla's Spirit Shift 450 times	90

Spirit Shift Adept

Perform Milla's Spirit Shift a set number of times. Awarded to those who've mastered Milla in battle.

COLLECTED?



Title Name	Objective	Grade Points
Charge Neophyte	Use Alvin's Charge 50 times	10
Charge Adept	Use Alvin's Charge 150 times	30
Charge Master	Use Alvin's Charge 450 times	90

Charge Adept

Perform Alvin's Charge a set number of times. Awarded to those who've mastered Alvin in battle.

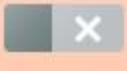
COLLECTED?

Title Name	Objective	Grade Points
Teepo Switching Neophyte	Use Elize's Teepo Switching 50 times	10
Teepo Switching Adept	Use Elize's Teepo Switching 150 times	30
Teepo Switching Master	Use Elize's Teepo Switching 450 times	90

Teepo Switching Adept

Perform Elize's Teepo Switching a set number of times. Awarded to those who've mastered Elize in battle.

COLLECTED?



Title Name	Objective	Grade Points
Arte Tuning Neophyte	Use Rowen's Arte Tuning 50 times	10
Arte Tuning Adept	Use Rowen's Arte Tuning 150 times	30
Arte Tuning Master	Use Rowen's Arte Tuning 450 times	90

Arte Tuning Adept

Perform Rowen's Arte Tuning a set number of times. Awarded to those who've mastered Rowen in battle.

COLLECTED?

Title Name	Objective	Grade Points
Elongating Staff Neophyte	Use Leia's Elongating Staff 50 times	10
Elongating Staff Adept	Use Leia's Elongating Staff 150 times	30
Elongating Staff Master	Use Leia's Elongating Staff 450 times	90

Elongating Staff Adept

Perform Leia's Elongating Staff a set number of times. Awarded to those who've mastered Leia in battle.

COLLECTED?

Title Name	Objective	Grade Points
Physician-in-Trianing	Use Jude's Restore Partner Skill 50 times	10
Yeoman Healer	Use Jude's Restore Partner Skill 150 times	30
Medical Practitioner	Use Jude's Restore Partner Skill 450 times	90

Yeoman Healer

Witness Jude's Restore skill a set number of times. Awarded to those who partner well with Jude.

COLLECTED?

Title Name	Objective	Grade Points
Apprentice Binder	Use Milla's Bind Partner Skill 50 times	10
Skilled Binder	Use Milla's Bind Partner Skill 150 times	30
Binding Queen	Use Milla's Bind Partner Skill 450 times	90

Skilled Binder

Witness Milla's Bind skill a set number of times. Awarded to those who partner well with Milla.

COLLECTED?

Title Name	Objective	Grade Points
Basic Breaker	Use Alvin's Breaker Partner Skill 50 times	10
Deft Breaker	Use Alvin's Breaker Partner Skill 150 times	30
Expert Breaker	Use Alvin's Breaker Partner Skill 450 times	90

Deft Breaker

Witness Alvin's Breaker skill a set number of times. Awarded to those who partner well with Alvin.

COLLECTED?

Title Name	Objective	Grade Points
Soul Tapper	Use Elize's Teepo Drain Partner Skill 50 times	10
Soul Drainer	Use Elize's Teepo Drain Partner Skill 150 times	30
Soul Siphon	Use Elize's Teepo Drain Partner Skill 450 times	90

Soul Drainer
Witness Elize's Teepo Drain skill a set number of times. Awarded to those who partner well with Elize.

COLLECTED?

Title Name	Objective	Grade Points
Spirit Sentry	Use Rowen's Magic Guard Partner Skill 50 times	10
Spirit Guardian	Use Rowen's Magic Guard Partner Skill 150 times	30
Spirit Protector	Use Rowen's Magic Guard Partner Skill 450 times	90

Spirit Guardian
Witness Rowen's Auto Magic Guard skill a set number of times. Awarded to those who partner well with Rowen.

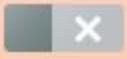
COLLECTED?

Title Name	Objective	Grade Points
Petty Pilferer	Use Leia's Item Steal Partner Skill 50 times	10
Career Thief	Use Leia's Item Steal Partner Skill 150 times	30
Master Criminal	Use Leia's Item Steal Partner Skill 450 times	90

Career Thief

Witness Leia's Item Steal skill a set number of times. Awarded to those who partner well with Leia.

COLLECTED?



Title Name	Objective	Grade Points
White Belt	Learn 10 Artes or Skills from the Lilium Orb as Jude	10
Green Belt	Learn 30 Artes or Skills from the Lilium Orb as Jude	20
Purple Belt	Learn 50 Artes or Skills from the Lilium Orb as Jude	30
Brown Belt	Learn 70 Artes or Skills from the Lilium Orb as Jude	50
Black Belt	Learn 96 Artes or Skills from the Lilium Orb as Jude	200

Black Belt

Learn a target number of Jude's artes and skills. Awarded to those who have mastered Jude in battle.

COLLECTED?

Title Name	Objective	Grade Points
Lesser Spirit	Learn 10 Artes or Skills from the Lilium Orb as Milla	10
Middling Spirit	Learn 30 Artes or Skills from the Lilium Orb as Milla	20
Greater Spirit	Learn 50 Artes or Skills from the Lilium Orb as Milla	30
Great Spirit	Learn 70 Artes or Skills from the Lilium Orb as Milla	50
Lord of Spirits	Learn 96 Artes or Skills from the Lilium Orb as Milla	200

Lord of Spirits

Learn a target number of Milla's artes and skills. Awarded to those who have mastered Milla in battle.

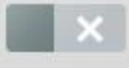
COLLECTED?

Title Name	Objective	Grade Points
Greenhorn Merc	Learn 10 Artes or Skills from the Lilium Orb as Alvin	10
Hired Soldier	Learn 30 Artes or Skills from the Lilium Orb as Alvin	20
Veteran Sellsword	Learn 50 Artes or Skills from the Lilium Orb as Alvin	30
Freeblade Icon	Learn 70 Artes or Skills from the Lilium Orb as Alvin	50
Mercenary Legend	Learn 96 Artes or Skills from the Lilium Orb as Alvin	200

Mercenary Legend

Learn a target number of Alvin's artes and skills. Awarded to those who have mastered Alvin in battle.

COLLECTED?



Title Name	Objective	Grade Points
Remedial Channeler	Learn 10 Artes or Skills from the Lilium Orb as Elize	10
Elementary Channeler	Learn 30 Artes or Skills from the Lilium Orb as Elize	20
Advanced Channeler	Learn 50 Artes or Skills from the Lilium Orb as Elize	30
Senior Channeler	Learn 70 Artes or Skills from the Lilium Orb as Elize	50
Graduate Channeler	Learn 96 Artes or Skills from the Lilium Orb as Elize	200

Graduate Channeler

Learn a target number of Elize's artes and skills. Awarded to those who have mastered Elize in battle.

COLLECTED?

Title Name	Objective	Grade Points
Astute Thinker	Learn 10 Artes or Skills from the Lilium Orb as Rowen	10
Strategist	Learn 30 Artes or Skills from the Lilium Orb as Rowen	20
Tactical Expert	Learn 50 Artes or Skills from the Lilium Orb as Rowen	30
Strategic Mastermind	Learn 70 Artes or Skills from the Lilium Orb as Rowen	50
Genius Tactician	Learn 96 Artes or Skills from the Lilium Orb as Rowen	200

Genius Tactician

Learn a target number of Rowen's artes and skills. Awarded to those who have mastered Rowen in battle.

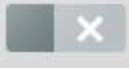
COLLECTED?

Title Name	Objective	Grade Points
Grandmaster's Daughter	Learn 10 Artes or Skills from the Lilium Orb as Leia	
Grandmaster's Disciple	Learn 30 Artes or Skills from the Lilium Orb as Leia	
Grandmaster's Heir	Learn 50 Artes or Skills from the Lilium Orb as Leia	
Grandmaster's Pride	Learn 70 Artes or Skills from the Lilium Orb as Leia	
Grandmaster-to-Be	Learn 96 Artes or Skills from the Lilium Orb as Leia	

Grandmaster-to-Be

Learn a target number of Leia's artes and skills. Awarded to those who have mastered Leia in battle.

COLLECTED?



Title Name	Objective	Grade Points
Jude + Milla	Link with Milla for a long period of time	10
Jude + Alvin	Link with Alvin for a long period of time	10
Jude + Elize	Link with Elize for a long period of time	10
Jude + Rowen	Link with Rowen for a long period of time	10
Jude + Leia	Link with Leia for a long period of time	10
Milla + Alvin	Link with Alvin for a long period of time	10
Milla + Elize	Link with Elize for a long period of time	10
Milla + Rowen	Link with Rowen for a long period of time	10

Leader of Links

Perform a target number of linked artes. Awarded to those who understand the value of teamwork.

COLLECTED?

Title Name	Objective	Grade Points
Milla + Leia	Link with Leia for a long period of time	10
Alvin + Elize	Link with Elize for a long period of time	10
Alvin + Rowen	Link with Rowen for a long period of time	10
Alvin + Leia	Link with Leia for a long period of time	10
Elize + Rowen	Link with Rowen for a long period of time	10
Elize + Leia	Link with Leia for a long period of time	10
Rowen + Leia	Link with Leia for a long period of time	10

TITLE LIST [PART 5]

Title Name	Objective	Grade Points
Scholar of Reize Maxia	Complete Chapter 1 of Tales of Xillia	50
Traveler of Reize Maxia	Complete Chapter 2 of Tales of Xillia	50
Exposer of Reize Maxia	Complete Chapter 3 of Tales of Xillia	50
He Who Acts With Conviction	Complete Jude's Story	500
She Who Upholds Her Conviction	Complete Milla's Story	500

Scholar of Rieze Maxia

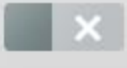
Complete Chapter 1 of Tales of Xillia.
Nice work! We're just getting started...

COLLECTED?

Traveler of Rieze Maxia

Complete Chapter 2 of Tales of Xillia.
Well done! The adventure continues...

COLLECTED?



Exposer of Rieze Maxia

Complete Chapter 3 of Tales of Xillia.
Great job! The climax is just ahead!

COLLECTED?

He Who Acts With Conviction
Complete Jude's story. Congratulations on completing Tales of Xillia!

COLLECTED?

She Who Upholds Her Conviction
Complete Milla's story. Congratulations on completing Tales of Xillia!

COLLECTED?

Note: The following ttiles **do not** unlock any further trophies, they're purely for Grade Points and self-enjoyment/sadism (delete as applicable).

Title Name	Objective	Grade Points
Research Center Intruder	Defeat the Girl in Red in Laforte Research Center	10
Apex Predator	Defeat Greater Demon in Kijara Seafalls	10
The Fleeing Warrior	Defeat Jiao in the Sapstrath Deepwood	10
Royal Saboteur	Defeat Nameless Anomaly in Bermia Gorge	10
The Ultimate Miner	Defeat Hammerzamm in Felgana Mine	10
Liberator of the Highroad	Defeat Brutaur in Lakutam Highroad	10
Revolutionary	Defeat Wingul and Presa in Kanbalar	10
Champion of the Skies	Defeat Pterobronc after being attacked while riding the Wyverns	10
Avenger	Defeat Agria in Fennmont	10
Insurrectionist	Defeat Nachtigal in Orda Palace	10
Rival of the Chimeriad	Defeat Wingul (2), Jiao (2), and Presa (2) in Fezebel Marsh	10
Ice-melter	Defeat the Aquadragons in Kukhar Ice Caverns	10
Fire-douser	Defeat the Fire Teagle in the Nala Lava Tubes	10

Title Name	Objective	Grade Points
Exodus Exterminator	Defeat Gilland and Celsius on the E.S.S. Zenethra	10
Defender of the Lance	Defeat Muzet on the seas while recovering the Lance of Kresnik	10
Handmaid Vanquisher	Defeat Ivar (2) and the Wyvern at Milla's Shrine	10
Chimeriad Breaker	Defeat Agria (2) and Presa (3) at Nia Khera Hollowmont	10
Guardian of the Four	Defeat Muzet (2) at Milla's Shrine (Spirit Realm)	10
Godslayer	Defeat Maxwell at the Temporal Crossroads	10
Surge Protector	Defeat Volt at Helioborg Fortress	10
Scourge of the Long Dau	Defeat Wingul (3) at the Temporal Crossroads	10
Defier of Kings	Defeat Gaius (2) at the Temporal Crossroads	10
Defier of Spirits	Defeat Muzet (3) at the Temporal Crossroads	10
The Final Arbiter	Defeat Gaius (3) and Muzet (2) at the Temporal Crossroads	30

Title Name	Objective	Grade Points
Cleanser of Corruption	Defeat Veywind Eye in Torbalan Highroad	50
Destroyer of Evil	Defeat Graddic Claw in Rusalle Highroad	50
Taker of the Fort	Defeat the Gandala Defense Golemsat Fort Gandala	50
Disperser of Darkness	Defeat the Crimson Servant and Azure Servant in Xailen Woods Temple	100
Worlds Greatest warrior	Defeat the Golden Knight Mage	200
Wielder of the Devil's Claws	Defeat Folzam in Bermia Gorge for Jude's weapon	50
Wielder of the Devil's Blade	Defeat Dranzort in Tatalian Abyss for Milla's weapon	50
Wielder of the Devil's Sword	Defeat Schweiss in Xailen Woods for Alvin's weapon	50
Wielder of the Devil's Wand	Defeat Gatrega in Xagut Floodmeadow for Elize's weapon	50

Title Name	Objective	Grade Points
Wielder of the Devil's Baton	Defeat Melanbron in Helioborg Fortress for Rowen's weapon	50
Wielder of the Devil's Staff	Defeat Roparde in the Old Vicalle Mine for Leia's weapon	50

SKITS AND SUB-EVENT LISTS

MAIN SKITS TABLE

Skit Name	Skit Trigger
Still Shaking	After defeating the Girl in Red at the Laforte Research Center
Next Order of Business	After defeating the Girl in Red at the Laforte Research Center
One and the Same	After learning about the Lilium Orbs
Proof of Identity	After learning about the Lilium Orbs
Cold Comfort	After entering Sector 3 in the Laforte Research Center
Going Deeper	After entering Sector 3 in the Laforte Research Center
Sparring Time	After taking part in 10 encounters with Milla and Jude
The Calamity Key	After arriving in Aladhi Seahaven
Intelligence Work	After Milla faints from exhaustion and lack of food
Rashugal and Auj Oule	After entering Galia Trail

Skit Name	Skit Trigger
Witness for the Defense	After arriving in Aladhi Seahaven
Alvin's Arsenal	(Some people experience issues getting this in Aladhi Trail and don't get it until Galia Trail)
Partners in Clime	After leaving Aladhi Seahaven for Nia Khera
Creeping Suspicion	After Milla faints fron exhaustion and lack of food and you rest at the Inn
The Four	After leaving Aladhi Seahaven for Nia Khera
The Perfect Catalyst	After arriving in Hamil
A Strange Girl	After entering Galia Trail
Milla's Hometown	After entering Nia Khera
The Silencing	After gathering all four Temporal Stones in Nia Khera
Howe's Egg Principle	After Elize joins the party in Hamil
Alvin's Secret	After obtaining the World Map
Storing Mana	After obtaining the World Map
Ivar's Duties	After leaving Hamil with Elize in the party

Skit Name	Skit Trigger
An Awkward Introduction	After leaving Hamil with Elize in the party
They Could Make Another	After entering Sapstrath Highroad for the first time
Elize's Spiritology	After Elize joins the party in combat (Requires 150 Intelligence)
A Nice Juicy Mana Lobe	After defeating Jiao and exiting the Sapstrath Deepwood
A Treasure Like Elize	After defeating Jiao and exiting the Sapstrath Deepwood
Smokeshrooms	After defeating Jiao and exiting the Sapstrath Deepwood
The Secret Arte of Monster Control	After defeating Jiao and exiting the Sapstrath Deepwood
Milla's Friends	After entering Sharilton, return to Sapstrath Highroad
The Loyal Butler	After Rowen joins the party in Sharilton
Nachtigal's Consolidation of Power	After entering Bermia Gorge
A Show of Spirit	After defeating the Nameless Anomaly

Skit Name	Skit Trigger
A Home for Elize	After defeating the Nameless Anomaly
Milla's Champions	(Jude Only) After Milla and Elize are kidnapped and you return to the Lord's Manor
Hexed	(Milla Only) After defeating the guard and escaping your cell
Higher Duties	(Milla Only) After obtaining the Control Room Key
Without Teepo	(Milla Only) After obtaining the Control Room Key
Jude's Hometown	After entering Sapstrath Highroad with an injured Milla
Ilbert the Conductor	After the scripted fight on the Sapstrath Highroad with an injured Milla
Different Paths	After entering Sapstrath Highroad with an injured Milla
City Life	After obtaining the Aspyrixis and Leia joins the party before leaving Leronde
Impulse Control	After fighting in Voltea Woods for a few battles
Leronde's Famous Landmark	After fighting in Voltea Woods for a few battles
Do-Gooder Jude	After breaking the wall and entering the hidden section of Felgana Mine

Skit Name	Skit Trigger
There's a Town Around Here	Head east on the Aladhi Trail to automatically get this
In Good Hands	After arriving at Lakutam Seahaven
Elize's Strength	After entering the Lakutam Highroad, complete a battle with Elize in yellow health
Golemology 101	After witnessing Alvin send a letter via pigeon in Lakutam Highroad
Leia the Stowaway	After entering Lakutam Seahaven
An Irksome Vessel	After witnessing Alvin send a letter via pigeon in Lakutam Highroad
Unfamiliar Ground	After entering the Central Region of Lakutam Highroad
Leia's Notes	After entering Lakutam Seahaven
The Aspyrixis	After entering the Lakutam Highroad
Unusual Taste in Friends	After defeating Brutaur at Lakutam Highroad
The Problem with Wyverns	After defeating Brutaur at Lakutam Highroad
Close Call	After almost being hit by a rock slide in Xian Du

Skit Name	Skit Trigger
Favorite Pets	After meeting Yurgen and the Wyverns
The Coliseum	After defeating Yurgen's test at the Coliseum
Levels of Spyrixis	After Elize is kidnapped and you defeat the Spyrix Warriors
Alvin's Wound	After Elize runs off in Labari Hollow
The Mercenary-Client Privilege	After Elize runs off in Labari Hollow
Elize's Stalker	After regrouping with Elize and Leia when they run off in Labari Hollow
Exodus' Shadow	After returning to Xian Du and crossing the bridge for a scene about boosters
Teepo and the Four Great Spirits	After entering Mon Highlands
Elize Uncensored	After Elize runs off and apologizes to Leia in Kanbalar
The Chimeriad	After escaping from Kanbalar
Troublemakers	After meeting the King of Auj Oule
Tragedy at Hamil	After escaping from Kanbalar
Wingul's Words	After escaping from Kanbalar

Skit Name	Skit Trigger
A Wyvern's Diet	After the Wyverns recover in Sharilton
Parting with the Wyverns	After riding the wyverns to the Barnauer Highroad
Rowen's Fears	After riding the wyverns to the Barnauer Highroad
The Decisive Type	After entering Arklund Quag
Return to Fennmont	After returning to Fennmont for the first time
The Mayor's Death	After seeing the death of the Hamil Mayor at the Laforte Research Center
Agria the Shadowless	After defeating Agria in the Central Plaza area of Fennmont
Orda Palace	After breaking into Orda Palace
Nachtigal's Death	After defeating Nachtigal in Orda Palace
A Cold Shadow	After discovering the Lance of Kresnik is missing in Orda Palace
Human History	After entering Arklund Quag
Crossing the Marsh	After leaving Orda Palace at the start of Act 3
Rashugal's Battle Plan	After obtaining the Booster in Fezebel Marsh
Side Effects	After obtaining the Booster in Fezebel Marsh

Skit Name	Skit Trigger
A Mysterious Spirit	(Jude Only) After being dropped in the Tulea Tundra
Milla's Sister	(Jude Only) After reuniting Jude and Milla at Xailen Woods Temple
Soldiers from the Sky	(Jude Only) After reuniting with Alvin and Elize in Kukhar Ice Caverns
Aquadragons	(Jude Only) After defeating the Aquadragons in Kukhar Ice Caverns
Milla Wakes	(Milla Only) After reuniting with Rowen and Leia in Sillea Tundra
The Outside World	(Milla Only) After defeating the soldiers and seeing the Fire Teagle run through the tunnel
Cooking with Fire Teagle	(Milla Only) After defeating the soldiers and seeing the Fire Teagle run through the tunnel
An Unexpected Chill	(Milla Only) After defeating the Fire Teagle
Jude's Indiscretion	After reuniting Jude and Milla at Xailen Woods Temple
Footprints	After talking to Gaius in the Xailen Woods Temple, exit the building
Looking Out for Little Sis	After talking to Gaius in the Xailen Woods Temple, exit the building

Skit Name	Skit Trigger
Muzet's Duty	After Gaius and the Cimeriad head off to invade Kanbalar
Runs in the Family	After Gaius and the Cimeriad head off to invade Kanbalar
The Tao of Jiao	After Gaius and the Cimeriad head off to invade Kanbalar
The Ears of a Monster	After capturing the skyship and reuniting with the group outside Kanbalar's throne room
Aboard the Zenethra	After boarding the Zenethra
On the Trail of the Four	After boarding the Zenethra
Milla the Conflicted	After observing the barrier bars on the Zenethra
Elympions	After observing the barrier bars on the Zenethra
A New Departure	(Jude Only) After leaving Hamil at the beginning of Act 4
Interroagator Elize	(Jude Only) After entering any field map at the beginning of Act 4
The King of Rieze Maxia	(Jude Only) After visiting Gaius in Fennmont during Act 4
Erratic Muzet	(Jude Only) After defeating Muzet and landing in Aladhi Seahaven

Skit Name	Skit Trigger
The Hand of Gaius	(Jude Only) After defeating Muzet and landing in Aladhi Seahaven
A Handmaid's Pride	(Jude Only) After defeating Ivar at Milla's House
Muzet Adrift	(Jude Only) After witnessing Muzet and Gaius in Nia Khera Hollowmont
Alvin's Apology	(Jude Only) After defeating Presa and Agria in Nia Khera Hollowmont
Milla's Return	After arriving in Trigleph
Reunion	After arriving in Trigleph
While You Were Out	(Milla Only) After arriving in Trigleph
Milla's Intuition	(Milla Only) After arriving in Trigleph
Codename: Presa	(Jude Only) After arriving in Trigleph and exiting and returning to the Rodo Apartment
Agria's Parting Blow	(Jude Only) After returning to Balan's apartment in Trigleph for a scene

Skit Name	Skit Trigger
Alvin's Homecoming	After arriving in Trigleph, head to the Commercial District
Cousin Balan	After arriving in Trigleph, exit the Rodo Apartment
Alien Encounters	After learning about the attack on Helioborg
Browner Pastures	After clearing Helioborg Fortress and entering Rusalle Highroad
A Long Way Home	After learning about the attack on Helioborg
Teaching by Bad Example	After defeating Volt and learning about Spyrites
Difficult Questionnaire	After defeating Volt and learning about Spyrites
Buying Time	After finding the portal in Dimensional Beach in Rusalle Highroad
Musing About Muzet	After returning to Trigleph and meeting Gaius
Aifread's Legacy	After finding the Aifread's Treasure on Elympios
Onward to the Final Battle	After reuniting with Milla or Jude in the final part of the Temporal Crossroad

SUB-SKITS TABLE

Sub-Skits Name	Sub-Skits Trigger
(A Family Affair)	After escaping Kanbalar, return to Leronde (Must get before starting the sub event **Jude's Substitute**)
(Just Go Home Already)	After returning from Elympios (Requires starting the sub event **Jude's Substitute**)
(To the Felgana Mine)	After seeing **(Just Go Home Already)**, head to the clinic in Leronde
(Those Xian Du Statues)	After arriving in Xian Du for the first time
(Introductions in Xian Du)	After clearing Labari Hollow, head to Xian Du (Requires starting the sub event **The History of Auj Oule**)
(The Oddly Popular Karla)	After talking to Karla previously and escaping from Kanbalar, head to Xian Du
(A Question for Karla)	Automatically after the previous conversation with Karla
(Where Did I Hear of Kanbalar Before)	After talking to Karla in the previous event and capturing the skyship in Kanbalar

Sub-Skits Name	Sub-Skits Trigger
(The Vacant Throne)	After returning from Elympios (Requires completing the sub event **The History of Auj Oule**
(The Pride of Sharilton)	After completing Bermia Gorge, head to Sharilton's Central Plaza
(Reporting Our Findings)	After planting the Spirit Clime Examination Report in Bermia Gorge (Requires starting the sub event **The Shape of Our World**
(The Naturalist in Sharilton)	After planting the Spirit Clime Examination Report and returning from Elympios, return to Sharilton
(Childhood Memories)	After arriving in Lakutam Seahaven, immediately leave for Lakutam Highroad (Must get before starting the sub event **Milla's Pendant**)
(Nostalgia for Nia Khera)	After clearing Labari Hollow, return to Xian Du (Requires starting the sub event **Milla's Pendant**)
(Finding the Local Delicacy)	After capturing the skyship and regrouping outside Kanbalar's throne room (Requires starting the sub event **Sisterhood**)
(That's a Big House)	After seeing the event between Muzet and Milla outside Kanbalar's throne and returning from Elympios, return to Trigleph

Sub-Skits Name	Sub-Skits Trigger
(A Hotel for the Night)	After clearing Labari Hollow, return to Xian Du
(Let's Test it Back at the Hotel)	After viewing the sub event **The Aftermath**, and getting a Heart Herb, return to Xian Du
(Alvin's Acquaintance)	After clearing Labari Hollow, return to Xian Du
(A Lonely Homecoming)	After returning from Elympios, return to Xian Du (Requires starting the sub event **Mother and Child**)
(In Pursuit of Isla)	After seeing the **(A Lonely Homecoming)** head to Alvin's mother's house in Xian Du
(The Softest Beds in Town)	After arriving in Sapstrath Seahaven
(Come on, It's Time for Bed)	After escaping from Kanbalar, head to Xian Du (Requires starting the sub event **Those Who Act in Shadow**)
(To the Talim Medical School)	After Alvin confesses why he betrayed the party and visiting Gaius in Fennmont during Act 4
(Revisiting Nia Khera)	After talking to Eldin in Fennmont and returning from Elympios
(Let's Talk to Balan)	After returning from Elympios

Sub-Skits Name	Sub-Skits Trigger
(Finding the Light-Leaf Clover)	After accepting the sub event **Balan's Bet**
(And Back to Balan Once More)	After accepting the sub event **Balan's Bet** and finding the Light-leaf Clover in Rusalle Highroad
(Whither Hamil)	After escaping from Kanbalar
(To Labari Hollow)	After completing the sub event **Mother and Child**
(Elize's House in the Highlands)	After starting the sub event **What Lies in Memory** in Labari Hollow
(Making Friends)	After meeting up with Driselle and Rowen at the Lord's Manor in Sharilton
(The Suspicious Sailor)	After arriving in Sapstrath Seahaven
(Traces of the Toy Peddler)	After arriving in Sharilton (Requires starting the sub event **Anticipated Reunion**)
(The Toy Peddler's Destination)	After learning that the Toy Peddler headed to Aladhi Seahaven, head to Aladhi Seahaven
(A Land Rife With Memories)	After returning from Elympios

Sub-Skits Name	Sub-Skits Trigger
(A Dialogue Between Worlds)	After visiting Fezebel Marsh, head to Trigleph (Requires starting the sub event **Love-Fevered Visions**)
(Let's Go Visit Driselle)	After talking to Carrie in Trigleph
(A Chat With Wingul)	After talking to Gaius in the Xailen Woods Temple
(Where'd Wingul Go)	Before heading to the final dungeon (Requires not doing the sub event **The Two Generals**)
(Worried About Driselle)	After returning from Elympios
(Let's Get a Booster from the Fort)	After reaching Fort Gandala (Requires starting the sub event **Take Over Fort Gandala**)
(The Great Golem Reckoning)	After getting the Golem Inhibitor from Fort Gandala
(Sharing the Good News)	After defeating the Golems at Fort Gandala
(Left It at the Clinic)	After completing the sub event **Jude's Substitute**
(To the Old Vicalle Mine)	After starting the sub event **The Aspyrixis**

Sub-Skits Name	Sub-Skits Trigger
(Jude's Medical School Friends)	After defeating Agria, head to the Talim Medical School district
(Returning to Prinn)	After obtaining a Harmonica Grass (Requires starting the sub event **Leia's Failure**)
(Hard News for Prinn)	After fixing Prinn's bird and returning from Elympios, head to Fennmont
(Getting it Over With)	After arriving at Lakutam Seahaven
(Welcome to the Leronde Lodge)	After escaping Kanbalar, return to Leronde (Requires starting the sub event **Memories of Leronde**)
(Let's Give it a Taste)	After returning from Elympios and checking the Mabo Curry at the Leronde Inn (Requires starting the sub event **Memories of Leronde**
(The Sea at Sunset)	After entering the Lakutam Highroad

MISC-SKITS TABLE

Misc-Skit Name	Misc-Skit Trigger
Echo	After arriving in Hamil
Fruit of Temptation	After arriving in Hamil, head toward the Weapon Shop
Crowning Glory	After Elize joins in combat
Lilium in Bloom	After defeating Jiao and exiting the Sapstrath Deepwood
The Joy of Smokeshrooms	After defeating Jiao and exiting the Sapstrath Deepwood
When Elize Grows Up	After Rowen joins the party
Eye of the Beholder	After Rowen joins the party
Elder Care	(Requires Rowen, have gotten this in many different fields)
The Power of Tea Time	(Requires Rowen, have gotten this in many different fields when standing still)
The Gentleman Mercenary	(Lakutam Highroad)
Runaway Teen	After arriving in Xian Du, as long as you have not already started the sub event **Memories of Leronde**

Misc-Skit Name	Misc-Skit Trigger
Too Close for Comfort	After defeating the Spyrix Warriors in the Coliseum
Pen Pals	(Lakutam Highroad)
The Spa Retreat Package	After arriving in Xian Du, enter the Inn
Stress Relief	(Jude) After leaving Hamil in Act 4 (Milla) After arriving in Trigleph
Gambling Troubles	After clearing Labari Hollow, return to Xian Du
Inside and Out	After leaving Aladhi Seahaven for Nia Khera
Book Smart Jude	(Xagut Floodmeadow)
New Experiences	After entering Mon Highlands
The Amazing and Cumbersome Human Body	(Mon Highlands)
Tales of School - Part 1	After checking the Laforte Research Center, exit to Fennmont
Tales of School - Part 2	After visiting Gaius in Fennmont during Act 4

Misc-Skit Name	Misc-Skit Trigger
Flying Ships	After capturing the skyship and reuniting with the group outside Kanbalar's throne room
Dinner with Rowen	Eat any size Orange Soup
The Secret of Bazongas	Get everyone to level 40+ and view the **Strength is Beauty** skit
A Sign of Affection	After Elize runs off and apologizes to Leia in Kanbalar
Master Seamster	After riding the wyverns to the Barnauer Highroad
Mastering the Staff	After entering Arklund Quag
Ambidexterity	After entering Mon Highlands
A Meal to Remember	Eat any size Creamy Beef Bowl
Elize's Song	After Elize runs off and apologizes to Leia in Kanbalar, head to the Mon Highlands
Strength is Beauty	Everyone has reached level 40
The Legend of Mighty Geezer	Everyone has reached level 60
The Long Road to Greatness	Everyone has reached level 90

Misc-Skit Name	Misc-Skit Trigger
The Fundamentals of Combat	Via an unknown number of encounters
Jude the Mercenary	Via an unknown number of encounters
Team Player	Use Judes's Restore Link Skill an unkown number of times
Of Monster Bondage	Use Milla's Bind Link Skill an unkown number of times
Mercenary Wisdom	Use Alvin's Breaker Link Skill an unkown number of times
Teepo Drain	Use Elize's Teepo Drain Link Skill an unknown number of times (only occurs after Elize runs off and apologizes to Leia in Kanbalar)
Milla's Reward	Use Rowen's Auto Magic Guard an unknown number of times in battle
Item Steal	Use Leia's Item Steal an unknown number of times in battle (only occurs after returning to Trigleph and meeting up with Gaius)
Taken by Surprise	After using Jude's Snap Pivot an unknown number of times in battle
Milla's Incantation Innovation	After using Milla's Spirit Shift 300 times in battle (only occurs after reaching Lakutam Seahaven)

Misc-Skit Name	Misc-Skit Trigger
Pride in Power	After using Alvins's Charge 50 times in battle (only occurs after Rowen joins the party in Sharilton)
The Ultimate Accessory	After using Elize's Tippo Switch 50 times in battle (only occurs after reaching Lakutam Seahaven)
The Conductor's Secret Shame	After using Rowen's Artes Tuning 50 times in battle (only occurs after reaching Lakutam Seahaven)
Super-Secret Tech	After using Leia's Elongated Staff 100 times in battle
Fists of Jude	(Jude Only) Have Jude's Strength < 700
She's It and That's That	(Jude Only) Have Jude's Agility < 500
Jude's Growth	(Jude Only) Have Jude's Spirit < 500
Yoked-out Bazongas	(Milla Only) Have Milla's Strength < 700
Yoked-out Mana Lobes	(Milla Only) Have Milla's Intelligence < 700
Uses for a Sword	(Milla Only) Have Milla's Dexterity < 500
A Monster That Size	After defeating the Greater Demon in Kijara Seafalls
The Gel Abstainers	Do NOT use any Gels before reaching Xian Du, this includes Auto-Item uses

Misc-Skit Name	Misc-Skit Trigger
Bagging a Devil's Beast	(Jude Only) Defeat your first Devil's Beast
Bagging a Devil's Beast	(Milla Only) Defeat your first Devil's Beast
Devil's Beast Extermination	After defeating all 6 Devil's Beasts

SUB-EVENTS [PART 1]

Note: Sub-Events can have multiple steps. To make the instructions easier to follow, the **same Sub-Event** may be followed by (1), (2), (3) or (4) to indicate **different steps**.

Sub-Event Name	Sub-Event Description
Jet Black Feathers (1)	Collect Jet Black Feathers and turn them in to the Jet Black Feather Trader in the East Market of Sharilton
Jet Black Feathers (2)	After turning in 459 Jet Black Feathers, talk to the Merchant next to the Jet Black Feather Trader's location
Jet Black Feathers (3)	Head to the southeast section of Culmar Trail and defeat the thieves for an Accel
The Lost Transcendental Ring (1)	After returning from Elympios, head toward the altar of the Xailen Woods Temple
The Lost Transcendental Ring (2)	Return with all 23 Mysterious Jewels to fight the Azure Servant and Crimson Servant

Sub-Event Name	Sub-Event Description
The Devil's Beast (1)	This happens automatically as you leave Sapstrath Seahaven for the first time
The Devil's Beast (2)	Defeat the 6 Devil's Beasts and return to the Storyteller in Sapstrath Seahaven
The Gathering Miasma (1)	After clearing Helioborg Fortress, head to Tatalian Abyss
The Gathering Miasma (2)	Make your way to the bottom of the dungeon and defeat the Devil's Beast Dranzort
The Devil Beast Attacks	After Helioborg Fortress becomes non-hostile, head to the area where you fought Volt and defeat Melanbron
The Golden Mage Knight	After beating the game, access the post-game dungeon Magnus Zero and defeat the boss
Jude's Substitute (1)	After escaping Kanbalar, head to Leronde and watch the skit (**A Family Affair**) and then head to the clinic
Jude's Substitute (2)	After returning from Elympios, head to the clinic in Leronde
Jude's Substitute (3)	Return to Felgana Mines and approach the bodies just west of the save in the final area for a Spirit Symbol

Sub-Event Name	Sub-Event Description
The History of Auj Oule (1)	After arriving in Xian Du, talk to Karla by the statue near the Coliseum boatman
The History of Auj Oule (2)	After clearning Labari Hollow and seeing the skit (**Introductions in Xian Du**), talk to Karla at the Inn
The History of Auj Oule (3)	After escaping from Kanbalar and seeing the skit (**The Oddly Popular Karla**), talk to Karla at the Inn
The History of Auj Oule (4)	After escaping from Kanbalar and seeing the skit (**A Question for Karla**), talk to Karla at the Coliseum
The History of Auj Oule (5)	After capturing the skyship, talk to Karla at the Kanbalar Inn
Gauis, the King	After returning from Elympios and completing **The History of Auj Oule**, return to Kanbalar's castle
The Shape of Our World (1)	After clearing Bermia Gorge, talk to the Naturalist in Sharilton's Central Plaza to gain the Spirit Clime Examination Report
The Shape of Our World (2)	Return to the chasm in Bermia Gorge to plant the Spirit Clime Examination Report
The Shape of Our World (3)	Return to Sharilton and talk to the Naturalist for a Moonstone

Sub-Event Name	Sub-Event Description
The Shape of Our World (4)	After returning from Elympios, return to the Naturalist in Sharilton
Milla's Pendant (1)	After arriving in Lakutam Seahaven, head west (make sure to get the skit **(Childhood Memories)** at Lakutam Highroad first)
Milla's Pendant (2)	(Jude) After cleaing the Labari Hollow, head to Nia Khera and approach Ivar
Milla's Pendant (3)	(Milla) After cleaing the Labari Hollow, head to Nia Khera and approach Ivar and defeat the enemies
Sisterhood (1)	After arriving in Lakutam Seahaven, talk to the two girls by the dock
Sisterhood (2)	After capturing the skyship and regrouping outside Kanbalar's throne room, head south instead of north
Sisterhood (3)	After returning to the Temporal Crossroads, head to the 3F of the Rodo Apartments in Trigleph
The Aftermath (1)	After clearing Labari Hollow, head to the Inn in Xian Du for a scene
The Aftermath (2)	With a Heart Herb in hand, rest at the Xian Du Inn

Sub-Event Name	Sub-Event Description
Mother and Child (1)	After clearing Labari Hollow, return to Xian Du and take the south elevator to meet Alvin's mother
Mother and Child (2)	After returning from Elympios, return to Alvin's mother's house in Xian Du
Mother and Child (3)	After Isla runs off, head to the middle of the bridge in Labari Hollow to obtain the Gun Belt
Those Who Act in Shadow (1)	After arriving in Sapstrath Seahaven and seeing the skit (**The Softest Beds in Town**), sleep at the Inn
Those Who Act in Shadow (2)	After escaping from Kanbalar and seeing the skit (**Come on, It's Time for Bed**) in Xian Du, head toward the Inn
Those Who Act in Shadow (3)	After visiting Gaius in Fennmont during Act 4, head to the Talim Medical School Reception area and talk to Eldin
Those Who Act in Shadow (4)	After returning from Elympios, return to Nia Khera's Inn and talk to the Elder
Balan's Bet (1)	After returning from Elympios, return to Trigleph and talk to Balan
Balan's Bet (2)	Return to Balan when you have the Light-leaf Clover

Sub-Event Name	Sub-Event Description
Reawakened Memories (1)	After escaping from Kanbalar, head to Hamil
Reawakened Memories (2)	After seeing the previous event, head to the bridge in Xian Du
What Lies in Memory (1)	After clearing the **Mother and Child** sub event, head to Labari Hollow
What Lies in Memory (2)	Return to the North Branch of the Mon Highlands for a Princessia
Pretty in Pink (1)	After meeting up with Driselle and Rowen at the Lord's Manor in Sharilton, talk to the Pro Pinkists in the plaza nearby
Pretty in Pink (2)	Return to the Pro Pinkists when you have a Peachberry Blossom
Pretty in Pink (3)	Return to the Pro Pinkists when you have a Pink Elephant Tusk
Pretty in Pink (4)	Return to the Pro Pinkists when you have a Pink Emerald for the Princess Premiere
Anticipated Reunion (1)	After arriving in Sapstrath Seahaven for the first time, head east for a scene with a Sailor

Sub-Event Name	Sub-Event Description
Anticipated Reunion (2)	After arriving in Sharilton for the first time, talk to the Girl by the Item Shop in the East Market
Anticipated Reunion (3)	Return to Aladhi Seahaven and approach the Toy Peddler by the shops
Love-Fevered Visions (1)	After returning from Elympios, head to Fezebel Marsh
Love-Fevered Visions (2)	Return to Trigleph and talk to the woman in the Commercial District
Love-Fevered Visions (3)	Return to the Lord's Manor in Sharilton
The Two Generals	After talking to Gaius in the Xailen Woods Temple, exit the building and talk to Wingul
Take Over Fort Gandala (1)	After returning from Elympios, head to the Lord's Manor in Sharilton
Take Over Fort Gandala (2)	Head to the northern control room to find the Golem Inhibitor and then defeat the Golems
Take Over Fort Gandala (3)	Return to Driselle in Sharilton for the Skill Tome: "Spirit Negation"

Sub-Event Name	Sub-Event Description
The Aspyrixis (1)	After completing **Jude's Substitute**, return to Derricks office in Leronde
The Aspyrixis (2)	Head to the Old Vicalle Mine and approach Soren on the west side of the dungeon
Leia's Failure (1)	After defeating Agaria in Fennmont, head to the examination room at the Talim Medical School and talk to Prinn
Leia's Failure (2)	Return to Prinn when you have a Harmonica Grass for a Psychic Ring
Leia's Failure (3)	(Milla) You must complete this before continuing to Fezebel Marsh
Leia's Failure (4)	After returning from Elympios, return to Prinn
Memories of Leronde (1)	After Leia has joined the party, head to Leronde Inn
Memories of Leronde (2)	After returning from Elympios, head to the Leronde Inn and check the Mabo Curry by the Food Vendor
Memories of Leronde (3)	After checking the Mabo Curry, re-enter the Inn and check the Chicken Leronde by the Food Vendor

Sub-Event Name	Sub-Event Description
Alvin and Derrick	After arriving in Lakutam Seahaven, return to Leronde and talk to Drrick at the clinic
Spiritual Arte Failure	(Jude Only) After meet Professor Haus, head toward the [names] outside the Laforte Research Center in Fennmont
The People of Hamil	After leaving Hamil with Elize in the party, return to Hamil
Ivar the Shaman	After obtaining the World Map, return to Nia Khera and talk to Ivar by the Xagut Floodmeadow
The Clouds of Battle Begin to Stir	After entering Sharilton, head to the west side of the Central Plaza and approach the three people talking
Military Secrets (1)	(Jude) After Elize and Milla are kidnapped, return to Sharilton's Central Plaza and talk to the [names] west of the shops
Military Secrets (2)	(Milla) After escapining Fort Gandala, return to Harilton's Central Plaza and talk to the [names] west of the shops
Rowen's Honor	After arriving in Lakutam Seahaven, return to Sharilton and approach the mansion on the east side of the Lord's Manor
Mystery of the Gorge	After clearing Bermia Gorge and returning to Sharilton, return to the place where you fought the Nameless Anomaly

Sub-Event Name	Sub-Event Description
Leia's Disappearance	After Milla fully recovers and Rowen and Elize join, talk to Sonia at the Inn
Infiltrate the Research Center	After clearing Labari Hollow and returning to Xian Du, return to the bottom of Labari Hollow
Whither the Wyvern	After visiting Gaius in Fennmont during Act 4, head to the location where the wyvern dropped you in Barauer Highroad
Homing Instinct	After noticing the Wyvern is missing from Barnauer Highroad, head to the wyvern's location in Xian Du
Jiao's Demise	After talking to Gaius in the Xailen Woods Temple, exit the building and talk to Agria or Presa
Jiao and Wingul	After capturing the skyship and reuniting with the group outside Kanbalar's throne room, talk to Wingul
Milla and Books	After Milla fully recovers, check the 3rd room in the clinic of Leronde
The Library of Orda Palace	After Orda Palace has become non-hostile at the start of Act 3, return to the 3F and enter the SW room
The Origin of Spyrite	After returning from Elympios, return to Helioborg Fortress

Sub-Event Name	Sub-Event Description
Sustaining Anxiety (1)	(Jude) After visiting Gaius in Fennmont during Act 4, sleep at the Fennmont Inn
Sustaining Anxiety (2)	(Jude) After returning from Elympios, sleep at the Fennmont Inn
Sustaining Anxiety (3)	(Milla) After returning to Reize Maxia, rest at the Fennmont Inn twice
Rumors of Elympios (1)	After arriving to Trigleph, head to 1F and pass through the lobby to the other hall
Rumors of Elympios (2)	After visiting Dimensional Beach for the first time, return to the women
Soldiers Who Use the Spyrix	(Jude Only) Once you gain control in Act 4, head to the Porange orchard in Hamil for a Spirit Fossil Husk
A Life in Shackles	After entering Sharilton, head back to Elize's House in Hamil and enter the basement
Teepo: Back in Action	After entering Sapstrath Highroad with an injured Milla, return to Sharilton and talk to Elize at the Lord's Manor
The Cycle of Rieze Maxia (1)	(Jude Only) After meeting Professor Haus, talk to the professor in the Talim Medical School Student Services in Fennmont

Sub-Event Name	Sub-Event Description
The Cycle of Rieze Maxia (2)	(Milla Only) After returning to Fennmont, talk to the professor in the Talim Medical School Student Services in Fennmont
The Cause of Shifting Spirit Climes (1)	After meeting Yurgn, talk to the Geographer up the elevator by the Coliseum boatman in Xian Du
The Cause of Shifting Spirit Climes (2)	After attacking the E.S.S. Zenethra, talk to the Geographer up the elevator by the Coliseum boatman in Xian Du

SUB-EVENTS [PART 2]

Sub-Event Name	Sub-Event Trigger
The Cycle of Elympios	After learning about the attack on Heliobor, head to the center of the Commercial District in Trigleph
The Myth of Maxwell	After entering Nia Khera for the first time, talk to the man by the shop merchant
Muzet Attacks	After returning from Elympios, return to Nia Khera and talk to the Elder
The Message (1)	After arriving in Sapstrath Seahaven, approach the bulletin board in the middle of town
The Message (2)	After arriving in Lakutam Seahaven, approach the bulletin board in the middle of town
Professor Haus' Research	(Jude Only) After returning to Fennmont for the first time, head to the Talim Medical Schools Teaching Wing
The Spread of Spyrix	After arriving to Trigleph, head to 1F and enter room 102
The Otherworld Reactor Plan	After [exact event], talk to the man in room 303 of the Rodo Apartment

Sub-Event Name	Sub-Event Trigger
In Dreams (Part 1)	(Milla Only) In Spirit Realm Hamil after following Efreet for a fight, enter the Mayor's House
In Dreams (Part 2)	(Milla Only) In Spirit Realm Aladhi Seahaven after seeing the men run off, enter the Inn and talk to the woman and then sleep at the Inn
In Dreams (Part 3)	(Milla Only) In Spirit Realm Nia Khera, head to the Inn and rest
Rumors About Jude	(Jude Only) After meeting Professor Haus, return to the Teaching Wing of the Talim Medical School in Fennmont
Cline and Driselle	After entering Sapstrath Highroad with an injured Milla, return to Sharilton and talk to Driselle at the Lord's Manor
And the Winner Is...	After Elize is kidnapped during the Colisuem battles, head to the Coliseum and talk to the MC at the top of the stairs
From the Position of Authority	After arriving to Trigleph, head to the Trigleph Port and talk to either the Worker or Merchant
Rappig, Rappig	After leaving Hamil with Elize in the party, return to Nia Khera and approach the pink pigs
Real Talk	After Elize runs off and apologizes to Leia in Kanbalar, sleep at the Inn

Sub-Event Name	Sub-Event Trigger
Poetry and Dictionaries (1)	After escaping from Kanbalar, talk to the Peddler by the Xagut Floodmeadow boatman in Xian Du
Poetry and Dictionaries (2)	After riding the wyverns to the Barnauer Highroad, return to Sharilton and talk to Driselle in the 2F of the manor
The Edge of the World (1)	After arriving in Lakutam Seahaven, head west on the docks
The Edge of the World (2)	After returning from Elympios, head toward the benches by the ocean in Lakutam Seahaven
The Runaways (1)	After arriving in Sharilton for the first time, talk to the Boy in the Central Plaza
The Runaways (2)	After returning to Fennmont for the first time, talk to the Girl in the Central Plaza
The Monster Lies (1)	After Milla faints and you sleep at the Inn, talk to the Client who gave you the first sub event in Aladhi Seahaven
The Monster Lies (2)	Defeat the enemies in Aladhi Trail and return to the Client for a Sheathed Dagger and **1200 Gald**
Fruit Seller (1)	After Milla faints and you sleep at the Inn, talk to the Fruit Merchant in Aladhi Seahaven

Sub-Event Name	Sub-Event Trigger
Fruit Seller (2)	Return to the Fruit Merchant when you have a Porange for the Shiba Dog's Muzzle and **1200 Gald**
The Legendary Flavor (1)	After Milla faints and you sleep at the Inn, talk to the Apprentice Chef in Aladhi Seahaven
The Legendary Flavor (2)	Return to the Apprentice Chef when you have any size Soda Rice for Bushy Eyebrows and **1200 Gald**
Find the Villagers (1)	After escaping from Kanbalar, head to Hamil and talk to the Villager in the west house
Find the Villagers (2)	Head to Aladhi Seahaven for a scene for Shiba Dog Ears and **6200 Gald**
It Does a Body Good (1)	After completing **Find the Villagers**, head to Hamil and approach Loren
It Does a Body Good (2)	Head to Nia Khera and talk to the Young Herder by the cows and then return to Loren for Earrings and **6200 Gald**
The Mystery of Dodurians (1)	After completing **It Does a Body Good** Loren will automatically offer this
The Mystery of Dodurians (2)	Head to Leronde and talk to Warrick at the Inn and then return to Loren for Mini Top Hat and **6200 Gald**

Sub-Event Name	Sub-Event Trigger
Offerings for Milla (1)	After entering Nia Khera for the first time, talk to the Devotee by the Temporal Wind Stone
Offerings for Milla (2)	Return to the Devotee when you have a Insect Husk for Bedhead and **1800 Gald**
Incoming Monster (1)	After entering Nia Khera for the first time, talk to the Elder by the Nia Khera Spirtway exit
Incoming Monster (2)	Defeat the enemies in Nia Khera Spiritway and return to the Elder for Elf Ears and **1800 Gald**
Something Tasty (1)	After entering Nia Khera for the first time, talk to the Boy by the Kijara Seafalls exit
Something Tasty (2)	Return to the Boy when you have a Napple for a Drippy Nose
The Amazing Bounty Hunter (1)	After arriving in Sapstrath Seahaven, talk to the Bounty Hunter by the main stairs
The Amazing Bounty Hunter (2)	Defeat the enemies in Sapstrath Deepwood and return to the Bounty Hunter for Aviators and **2600 Gald**
The Femme Fatale (1)	After arriving in Sapstrath Seahaven, talk to the Shady Woman by the Inn

Sub-Event Name	Sub-Event Trigger
The Femme Fatale (2)	Return to the Shady Woman when you have a Poison Stinger for a Hairpin and **2600 Gald**
Special Delivery to the Inn (1)	After arriving in Sapstrath Seahaven, talk to the Sailor by the docks to gain the Package Addressed to Inn
Special Delivery to the Inn (2)	After entering Sharilton, head to the Inn and turn the package in to the Innkeeper for Sunglasses and **2600 Gald**
The Sad Salesman (1)	After entering Sharilton, head to the Central Plaza and talk to the Merchant
The Sad Salesman (2)	Defeat the enemies in Sapstrath Highroad and return to the Merchant for the Emo Glasses and **3000 Gald**
Orange Soup (1)	After arriving in Lakutam Seahaven, return to Sharilton and talk to the Maid near the Inn
Orange Soup (2)	Return to the Maid when you have any size Orange Soup for the Item Sphere Plus
Travel Protection (1)	After meeting up with Driselle and Rowen at the Lord's Manor in Sharilton, talk to the Girl in the plaza nearby to gain the Lucky Charm
Travel Protection (2)	Head to Aladhi Seahaven and talk to the Father by the boatman for the Item Sphere Plus

Sub-Event Name	Sub-Event Trigger
The Elder's Plea (1)	After arriving in Lakutam Seahaven, return to Leronde and talk to the Ex-Miner by Voltea Woods to gain the Ex-Miner's Wine
The Elder's Plea (2)	Head to the Hammerzamm's old location in Felgana Mine for a scene and then return to the Ex-Miner for Iolite Ore
Heavy Metal Collector (1)	After reaching Leronde for the first time, talk to the Mineral Collector in one of the Inn's room
Heavy Metal Collector (2)	Return to the Mineral Collector when you have a Block of Quartz for the Spaz Glasses and **4200 Gald**
Beat the Bandits (1)	After arriving in Lakutam Seahaven, return to Leronde and talk to Warrick at the Inn
Beat the Bandits (2)	Defeat the enemies at Old Vicalle Mines and return to Warrick for the Tengu Mask
Buried Treasure (1)	After arriving in Lakutam Seahaven, talk to the Curio Supplier to obtain the Rare Vase
Buried Treasure (2)	Return to Sharilton and talk to the Curio Shop Owner in East Market for Monkey King's Headband and **5000 Gald**
Spirit Clime Trouble (1)	After arriving in Xian Du, return to Lakutam Seahaven and talk to the Innkeeper

Sub-Event Name	Sub-Event Trigger
Spirit Clime Trouble (2)	Defeat the enemies in Lakutam Highroad and return to the Innkeeper for the Sidekick Mask and **5400 Gald**
The Topknot Master (1)	After arriving in Lakutam Seahaven, talk to the Topknot Master on the west side of the docks
The Topknot Master (2)	Return to the Topknot Master when you have a Topknot for the Pigtails
The Wandering Youth (1)	After arriving in Xian Du, talk to the Younger Sister by the Xagut Floodmeadow boatman
The Wandering Youth (2)	Head to Xagut Floodmeadow and talk to the Wanderer by the North Region zone for a Great Tree's Fruit
Potent Potions of the Kitarl Clan (1)	After clearin Labari Hollow, talk to the Subordinate at the Xian Du Coliseum
Potent Potions of the Kitarl Clan (2)	Return to the Subordinate when you have a Mysterious Bead for the Item Sphere Plus
Punish the Poachers (1)	After Elize is kidnapped in Xian Du, talk the the Subordiante by the Royal Hunting Grounds exit
Punish the Poachers (2)	Defeat the enemies in the Royal Hunting Grounds and return to the Subordinate for Horns and **5600 Gald**

Sub-Event Name	Sub-Event Trigger
Survival of the Fittest (1)	After Elize runs off and apologizes to Leia in Kanbalar, talk to the Exterminator by the Mon Highlands gate in Kanbalar
Survival of the Fittest (2)	Defeat the enemies in Mon Highlands and return to the Exterminator for Earmuffs and **6000 Gald**
Runaway Rappig (1)	After Elize runs off and apologizes to Leia in Kanbalar, talk to the Bride in the Residential Ward in Kanbalar
Runaway Rappig (2)	Find the Rappig in Mon Highlands and return to the Bride for White Bunny Ears, and "6000 Gald'
Monsters in the Cave (1)	After capturing the skyship, talk to the Hunter at the Kanbalar Inn
Monsters in the Cave (2)	(Jude Only) Defeat the enemies in Nala Lava Tubes and return to the Hunter for a Censor Bar
Monsters in the Cave (3)	(Milla Only) Defeat the enemies in the Kukhar Ice Caverns and return to the Hunter for a Censor Bar
Year End Sell-off (1)	After returning to Fennmont for the first time, talk to the Manager on the 2nd floor of the shopping area
Year End Sell-off (2)	Return to the Manager when you have a Meadow Crystal for a Tiara and **6800 Gald**

Sub-Event Name	Sub-Event Trigger
Doing Research for a Report (1)	After returning to Fennmont for the first time, talk to the Grad Student in the Talim Medical Schools Student Services
Doing Research for a Report (2)	Return to the Grad Student when you have a Monster Fluid for a Shiba's Dog Tail and **6800 Gald**
A Message to the Fortress (1)	After returning to Fennmont for the first time, talk to the Grieving Woman by the lotus flower fountain to gain the Letter to Father
A Message to the Fortress (2)	Talk to the Father on the Highroad side of Fort Gandala and return to the Grieving Woman for a Halo and **6800 Gald**
Hunt Down The Shadow Stalkers (1)	After arriving to Trigleph, head to the Trigleph Port and talk to the Vigilante
Hunt Down The Shadow Stalkers (2)	Defeat the enemies in Torbalan Highroad and return to the Vigilante for Mystery Mask and **11400 Gald**
A Bold New Recipe (1)	After arriving to Trigleph, exit the Rodo Apartments and talk to the Skilled Cook in the corner
A Bold New Recipe (2)	Return to the Skilled Cook when you have a Croquette Parfait (Small) for a Pipe and **11400 Gald**
The Inventor King (1)	After arriving to Trigleph, exit Balan's room and talk to the Inventor in the hallway

Sub-Event Name	Sub-Event Trigger
The Inventor King (2)	Return to the Inventor when you have a Navi Metal for a Krona Symbol

PLAYSTATION STORE DLC

EXTRA DOWNLOADABLE CONTENT

Like all major new games these days, you can expect a raft of extra digital content t be released alongside the game (at launch or just soon after) and Tales of Xillia is clearly no exception.

Ranging from the now 'classic' in-game virtual money boosts to XP boosts and new costumes, there's plenty to choose from (and even a couple are free).

DLC Name	DLC Description	Price ($)	Price (£)
300,000 Gald (1)	Cha-ching! Acquire 300,000 gald, instantly!	4.49	3.19
300,000 Gald (2)	Cha-ching! Acquire 300,000 gald, instantly!	4.49	3.19
300,000 Gald (3)	Cha-ching! Acquire 300,000 gald, instantly!	4.49	3.19
Adventurer's Nest Egg	Begin your adventure with 1,000 gald of pocket money. No reason for a hero to scrimp and save!	**Free**	**Free**
Alvin's Kratos Costume	Alvin Dresses the part as Kratos Aurion from Tales of Symphonia! Wear it to change the music in battle.	2.99	2.39
Alvin's Santa Costume	Alvin's ready to dish out gifts with his stylish Santa costume! It comes with a matching hairstyle, hat, pin, and gift bag.	2.99	2.39
Alvin's School Costume	It's time to teach with Alvin's School costume and disheveled hairstyle. Wear it to change the music in battle.	2.99	2.39
Alvin's Steward Costume	Alvin is ready for any formal occasion with his steward costume and matching hairstyle!	2.99	2.39

DLC Name	DLC Description	Price ($)	Price (£)
Alvin's Swimwear Costume	Bare it all with Alvin's Swimwear costume! It also comes with a matching hairstyle and fashionable diving watch.	2.99	2.39
Attachments: Animal Set	Customise the look of the main cast with some cat, dog, or bunny accessories. Nothing like dressing the part on a lazy day with some droopy ears and tail.	0.99	0.79
Attachments: Front Hair Set	Customise your character's hairstyles with a set of four different hair bangs. Changing one's fashion can offer a whole new outlook on life.	0.99	0.79
Attachments: Hero's Sword Set	Brandish one of three legendary swords wielded by heroies of tales past. Asbel's sword from Tales of Graces F, Yuri's sword from Tales of Vesperia and Luke's sword from Tales of the Abyss (**Note:** NOT real in-game swords - For decoration **only**).	0.99	0.79
Attachments: Teepo Plushie	Nab a set of three different Teepo plushies to hang from different parts of the body. What's cuter than Teepo you ask? Absolutely nothing (except more Teepo).	0.99	0.79

DLC Name	DLC Description	Price ($)	Price (£)
Attachments: Tricorn Hat Set	A set of six tricorn has distinctly colored to match each main character. Shield your eyes from the sun and look fashionable, all at the same time.	0.99	0.79
Color Variation Set	Spice up your gaming experience with an alternate color palette for each main character!	**Free**	**Free**
Elize's Idolmaster Costume	Dress Elize up as pop idal Haruka Amami from Idolmaster! Wear it to change the music in battle.	2.99	2.39
Elize's Maid Costume	Elize is looking prim and proper wuth her Maid costume, hairstyle and hat!	2.99	2.39
Elize's Mint Costume	Elize dresses the part as Mint Adenade from Tales of Phantasia! Wear it to change the music in battle.	2.99	2.39
Elize's Santa Costume	Elize is warm and bundled up for the holidays with her Santa costume! Just to change it up a bit, she has a twin Santa hat, rather than your stereotypical Santa hat.	2.99	2.39

DLC Name	DLC Description	Price ($)	Price (£)
Elize's School Costume	It's time to go to school with Elize's School Costume and matching pigtails. Wear it to change the music in battle.	2.99	2.39
Elize's Swimwear Costume	Have a swim with Elize's Swimwear costume! It also comes with matching hairstyle, floatie and Mieu doll.	2.99	2.39
Jude's Leon Costume	Jude dresses the part as Leon Magnus from Tales of Destiny! Wear it to change the music in battle.	2.99	2.39
Jude's Santa Costume	Jude's feeling festive with his Santa costume! To top it off, it comes with a set of reindeer accessories!	2.99	2.39
Jude's School Costume	Hit the books with Jude's School costume! Wear it to change the music in battle.	2.99	2.39
Jude's Steward Costume	Jude is ready to serve in his Steward costume and proper hairstyle!	2.99	2.39
Jude's Swimwear Costume	Get ready for the beach with Jude's Swimwear costume! It also comes with matching hairstyle and accessories.	2.99	2.39

DLC Name	DLC Description	Price ($)	Price (£)
Leia's Farah Costume	Leia dresses the part as Farah Oersted from Tales of Eternia. Wear it to change the music in battle.	2.99	2.39
Leia's Idolmaster Costume	Dress Leia up as pop idol Hibiki Ganaha from Idolmaster! Wear it to change the music in battle.	2.99	2.39
Leia's Maid Costume	Leia looks the part with her Maid costume, refined hairstyle and headdress!	2.99	2.39
Leia's Santa Costume	Dress Leia up in holiday cheer with her modern Santa costume! It comes with a comically giant snowman head and oversized mittens.	2.99	2.39
Leia's School Costume	Look like the girl next door with Leia's School costume! Wear it to change the music in battle!	2.99	2.39
Leia's Swimwear Costume	Nothing like a healthy tan with Leia's Swimwear costume. It also comes with matching hairstyle and sports cap.	2.99	2.39
Level Up +10 (1)	All members gain 10 levels (max level is 99).	4.49	3.19
Level Up +10 (2)	All members gain 10 levels (max level is 99).	4.49	3.19

DLC Name	DLC Description	Price ($)	Price (£)
Level Up +5 (1)	All members gain 5 levels (max level is 99).	2.99	2.39
Level Up +5 (2)	All members gain 5 levels (max level is 99).	2.99	2.39
Level Up +5 (3)	All members gain 5 levels (max level is 99).	2.99	2.39
Level Up +5 (4)	All members gain 5 levels (max level is 99).	2.99	2.39
Milla's Idolmaster Costume	Dress Milla up as pop idol Takane Shijou from Idolmaster! Wear it to change the music in battle.	2.99	2.39
Milla's Maid Costume	Milla is changing up her look with her Maid costume and twin hair buns!	2.99	2.39
Milla's Santa Costume	Celebrate the holidays with Milla's ultra-sexy Santa costume! It comes with a matching hairstyle and holiday beret.	2.99	2.39
Milla's School Costume	Make a statement with Milla's School costume! Wear it to change the music in battle.	2.99	2.39
Milla's Swimwear Costume	It's time to show it all off with Milla's Swimwear costume! It also comes with matching hairstyle and hat!	2.99	2.39

DLC Name	DLC Description	Price ($)	Price (£)
Rowen's Barbatos Costume	Rowen dresses the part as Barbatos Goetia from Tales of Destiny 2. Wear it to change the music in battle.	2.99	2.39
Rowen's Butler Costume	Rowen truly plays the part in his Butler costume and matching hairstyle!	2.99	2.39
Rowen's Santa Costume	Rowen's perfect for the traditional holiday feel with his Santa costume! It comes with your token Santa eyebrows and beard.	2.99	2.39
Rowen's School Costume	The key is to look both sharp and laid back with Rowen's School costume! Wear it to change the music in battle.	2.99	2.39
Rowen's Swimwear	Rowen's Swimwear costume is perfect for a nice stroll on the beach. It also comes with matching hairstyle and diving helmet.	2.99	2.39
Sample Material Test	Get a head start in your material collection with a sample of every type of material in the game. Why start with zero when you can get something for free!	**Free**	**Free**